

► Loriciels' very own Porsche promoting 944 Turbo Cup



employs Nikki Penny as Product Manager for the UK, and uses Elite Systems as a distribution agent. This contrasts with Loriciels expansion in the US market, where its products are handled via the existing American software house Broderbund (only seen on the C64 over here).

Naturally Loriciels' ambitious plans in the UK include the country's biggest selling games machine – the Spectrum. Jumping to the fore is a renamed French skiing game, *Eddie Edwards*:

*Super Ski*, already released on various other machines. Other planned titles due next year include *Space Racer*, a sort of 'road blasting' game with a jet bike instead of a car, and *Turbo Cup* which involves driving a Porsche at high speeds. Loriciels are planning to sell the latter in a package containing a model Porsche, but certain high street chain stores object to the extra trouble involved – so it's doubtful whether this will now happen (pity, I've always wanted a Porsche – Ed).

## TITUS

The original French software company started as a development house writing for other French publishers until 1987, when they developed their own product – the very playable racing game *Crazy Cars* (65%, Issue 52).

However, this was not released in the UK until Titus (UK) was set up and launched in December 1987 by the British company Entertainment International. *Crazy Cars* was first released here on the Amiga, Atari ST, with 8-bit versions following three months later. This is because all Titus products are developed on the 16-bit machines, but with the 8-bits in mind. Due to the Amstrad's considerable market strength in France, the French company employ a team of specialist Z80 programmers, ensuring that both Amstrad and Spectrum versions are well implemented.

Titus have recently had considerable success on the 16-bit machines with yet another driving game, *Fire And Forget*

involves blasting down roads in some of the world's trouble spots, battling with enemy tanks and helicopters, while collecting fuel pods. This action-packed game is currently being converted to the Spectrum, and from the screen pics we've seen, it looks very promising.

Titus also have two new Spectrum releases lined up for the new year. First is *Galactic Conqueror*, a space 3-D shoot-'em-up, containing over 400 planets on which to do battle. It is promised to contain plenty of strategy, as well as fast arcade action and is due for a January release.

Also due for a New Year release is the sequel to *Crazy Cars*, ingeniously entitled *Crazy Cars II*. Many extra features are promised, including police cars which chase you if you break the speed limit! (I don't like the sound of this – Ed.)

Titus are obviously revving up their engines for a bright future.



## SPANISH AFFAIR

Spain is the second-largest Spectrum-owning country in the world (after the UK), but only two of its software companies have broken into the UK market, and both through deals with British software houses.

### DINAMIC

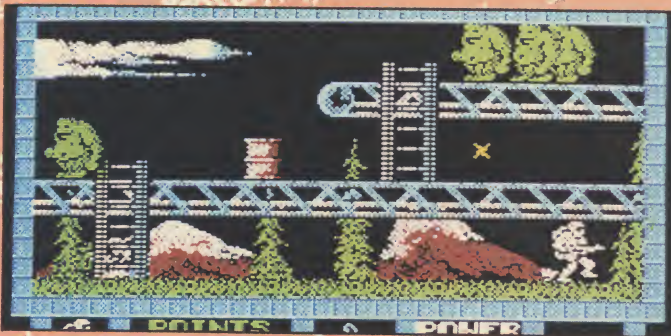
Spain's leading software house was formally founded under the name Microdigital Soft, back in 1986, but the founders of the company had already been publishing games under the Dinamic name over a year earlier. Two of these early games, the boxing game *Rocco* (70%, Issue 19) and the arcade adventure *Profanation* (78%, Issue 19), were licensed in the UK by Gremlin Graphics.

But it was in 1986 that Dinamic had one of its greatest successes in Britain with *West Bank* (84%, Issue 25), again licensed by Gremlin. The action takes place in a Wild West bank, where you try to prevent a variety of baddies from robbing the bank. Other releases that year included two Code Masters games, *Phantomas* and *Vampire* as well as *Camelot Warriors* (licensed by the now-defunct Ariolasoft).

controls all the areas between production and retail.

Naturally, now the contract with Ocean expired, Dinamic are launching a direct assault on the UK Market. They have recently signed a deal with Electronic Arts who will be distributing their products throughout Europe (excluding Italy, Portugal and of course, Spain). The first game released under the new deal was *Game Over II*, which received a respectable 60% in last issue.

Early next year should see the release of the sequel to *Amy Moves*. The action in *Navy Moves* will take place on the sea and will involve sailing across the horizontally-scrolling screen, fighting against enemy boats. Then it's time to don your wetsuit and dive into the deep blue ocean, equipped with a harpoon to fight off dangerous sea creatures such as octopuses and



1987 saw further UK success, this time through Ocean/Imagine with titles such as *Amy Moves* (54%, Issue 41), *Game Over* (55%, Issue 44), and *Freddy Hardest* (87%, Issue 47). Then came Dinamic's most successful Spanish-selling game to date (although not really a best-seller over here), *Basket Master* (73%, Issue 51) – selling over 90000 units in Spain, making it Spain's highest selling computer game EVER!

In three successful years the company has expanded into a group of enterprises covering marketing, publicity, distribution and publishing. This group of related enterprises gives Dinamic an advantage over its competitors, as the Microdigital Soft group

sharp-toothed sharks.

Two further releases are already planned for 1989: *Aspar GP Master* and *After The War*. 'What does Aspar mean?', you ask. Well apart from meaning 'slipper' in Catalan (PUKE – Phil's Useless Knowledge Encyclopaedia) it is the name of Spain's most famous (never heard of him) motorcycle champion on whose racing exploits the game is based. Not surprisingly the game may be renamed for its release in the UK. *After The War* promises to be a novel beat-'em-up, including both armed (with machine guns) and unarmed combat.

Dinamic hopes to have a truly dynamic future in the European software market.



► Hard at work on another Spanish masterpiece, Toposoft



## TOPOSOF

Toposoft have recently had success with *Mad Mix Game* (which earned an impressive 85%, last issue). This *Pac-Man*-style game features twelve levels of crazy action, including oodles of whacky features – the Spectrum version was written by Raffaele Gomez.

However not many people realise that the Spanish programming house had earlier success in Britain with other Spectrum games, through various British software houses. The most notable of these early titles was *Survivor* (70%, Issue 44), released again by US Gold. This arcade adventure featured a massive spaceship play area with some very colourful graphics.

Although Toposoft don't have the financial 'muscle' of their compatriots

► Toposoft



Dinamic, they too are aiming to continue their success in the UK.

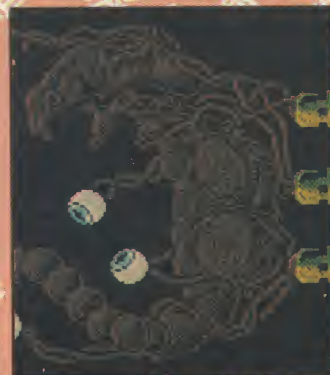
## THE GERMAN SISTERS

Despite the popularity of home computers in Germany and plenty of specialist magazines such as *Happy Computer*, German-produced software is still fairly thin on the ground compared to France and Spain. But two programming houses have managed to sell their products over the English Channel, via major UK software houses.

## RAINBOW ARTS

Rainbow Arts is one of a group of labels marketed by German trade agency, Softgold. Rainbow Arts' software is being distributed in the UK by US Gold.

Unfortunately their first intended release in the UK, *The Great Giana Sisters* (92%, Issue 55) will never be released due to the hassling from Nintendo, who reckoned it looked too much like *Super Mario Brothers* (fair enough, it looks a bit like it... well, if they'd produced a decent *SMB* in the first place it wouldn't have been needed, would it?). But even worse luck was to follow: Rainbow Arts' next scheduled release *Katakis*, was also withdrawn, this time due to the threat of legal action from Mediagenic (owners of *Electric Dreams*), who weren't pleased at the game's resemblance to *R-Type* (CRASH Smashed in this issue). And it looks like the planned *The Great Giana Sisters II* – *Arthur And Martha In Future World* will also never



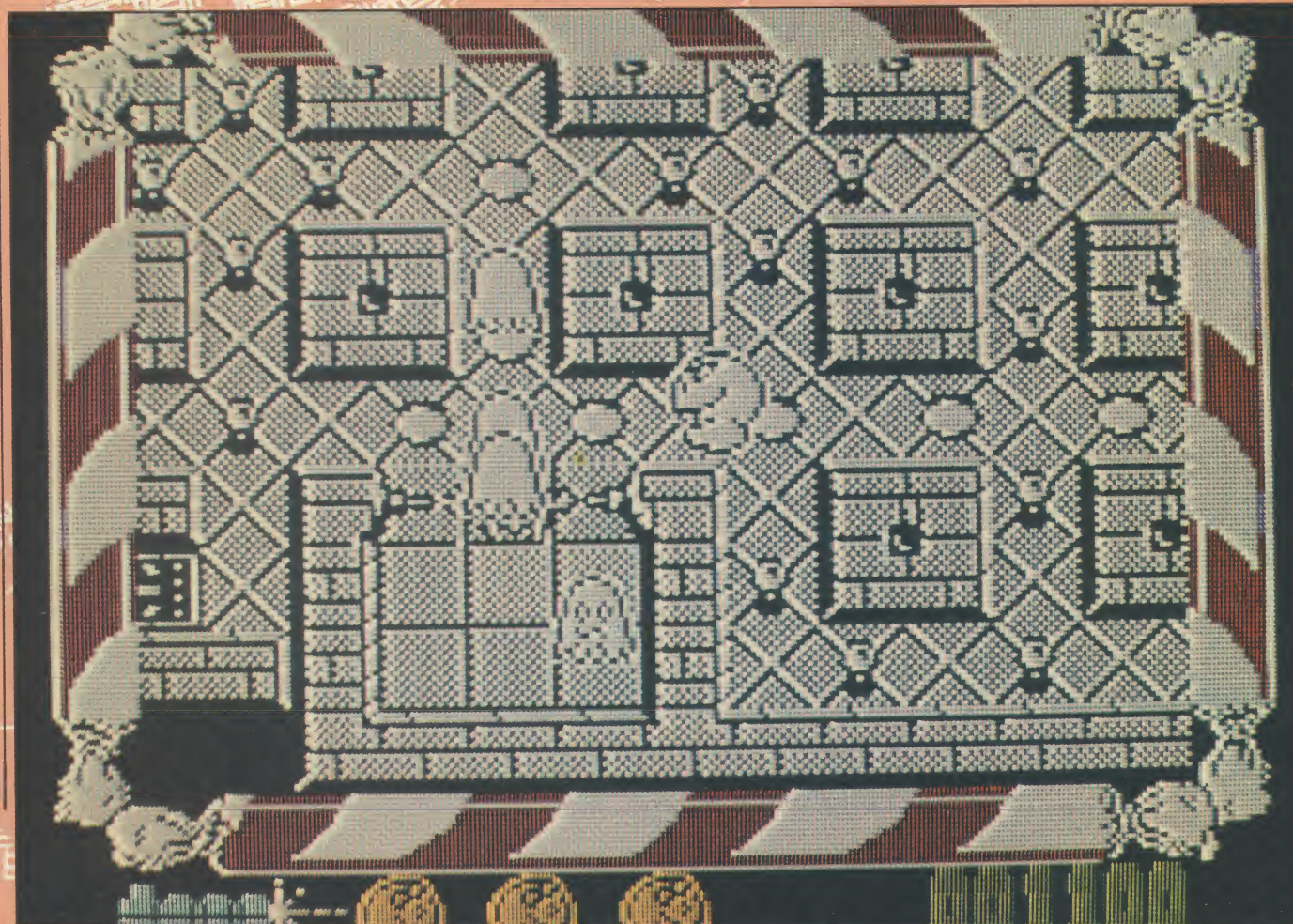
see the light of day. What an unlucky bunch of chaps, you may think.

But never mind, Rainbow Arts still have some more goodies planned (provided no other company objects) with the strange cave game, *Realm Of Trolls* (probably not to be seen on the Spectrum, though) and the even more ominous-sounding *Mutant Hell*. Rainbow Arts always guarantee addictive, playable and original games.

## MAGIC BYTES

The other German software house which has broken into the UK market is Magic Bytes, who recently released – via Gremlin Graphics – *Pink Panther* across all the major formats. Unfortunately the game was not well-received, so let's hope that their future

releases, including another cartoon licence, *Tom And Jerry*, are a mite better. Also due for release in 1989 are *Night Dawn* and *USS John Young*. More details about these and other Magic Bytes releases will be appearing in the Previews section within the next few issues, so watch that space!



FIRST  
THERE WAS  
**STAR  
WARS**  
THEN



NOW  
DOMARK  
BRINGS YOU....

# STAR WARS RETURN

## The third fabulous game of the Star Wars trilogy!

A stunning direct conversion of the coin-op which follows the thrilling action of the movie.

Three great levels of gameplay. . .

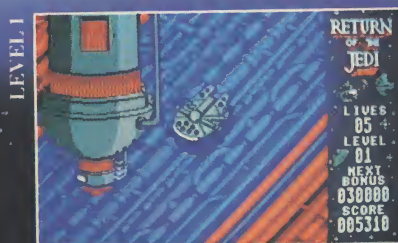
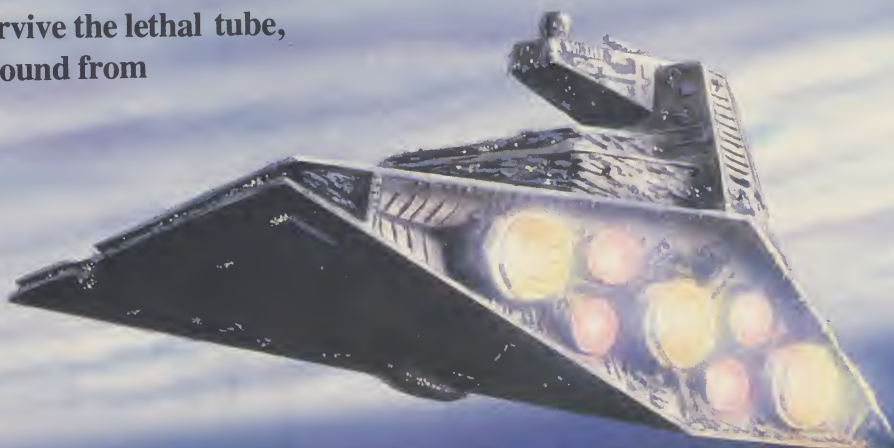
In the first level you are Princess Leia on her Speederbiker rushing through the forest of Endor.

Level Two sees you controlling Chewbacca's Scout Walker.

On level Three you are Chewbacca and Lando flying the Millennium Falcon.

Fight off T.I.E. Fighters, survive the lethal tube,

blast the reactor and turnaround from the exploding Death Star.



	Cassette	Disk
Spectrum	£9.95	£14.95
Commodore	£9.95	£12.95
Amstrad	£9.95	£14.95
Amiga		£19.95
Atari ST		£19.95

Programmed by

**CONSULT**  
COMPUTER SYSTEM

## May the Force be with you

# RN OF THE JEDI

TM

d by  
ULT  
ITEMS

ou — Always

© 1997 LUCASFILM LTD. (LFL) & TENGEN.  
All Rights Reserved  
DOMARK LTD. Registered User.

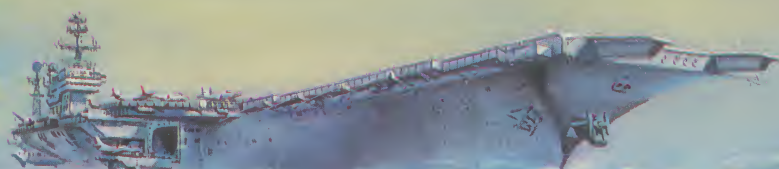
Published by



DOMARK

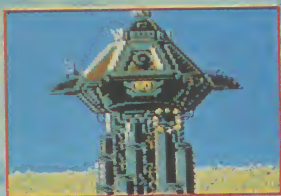
Ferry House, Lacy Road,  
London SW15 1PR  
01 780 2224

# TYPHOON



**KONAMI**  
COIN-OP ACTION

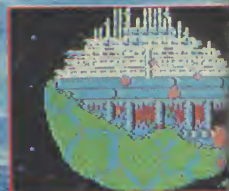
## TYPHOON



Soar through wave after wave of flying death in your armour-laden helicopter, scream through the skies in your F-14 as you take on the seemingly limitless hordes of mechanoid invaders, whose sole intent is total domination of the Earth. The storm is raging as the

war is fought in the skies.

TYPHOON – the Konami coin-op now for your home micro featuring fast scrolling and 3-D, frenzied dog-fighting, accumulate a vast array of deadly weapons. Six levels of pulse pounding excitement. Each culminating in a devastating adversary.



**CASSETTE**

COMMODORE  
AMSTRAD

**£8.95**

SPECTRUM

**£7.95**



**DISC**

AMSTRAD

**£14.95**

COMMODORE

**£12.95**

# CRASH

ZX SPECTRUM

THE  
CHRISTMAS  
PUZZLE  
PAGES



# PUZZLED?

So what's CRASH the computer entertainment magazine doing with a load of puzzles in it, you may be asking yourself? Well, don't know, actually. Seemed like a good idea at the time...

Lonely winter nights? Not any more!

Within the following pages are a large cross-section of all that's wise and wonderful in the world

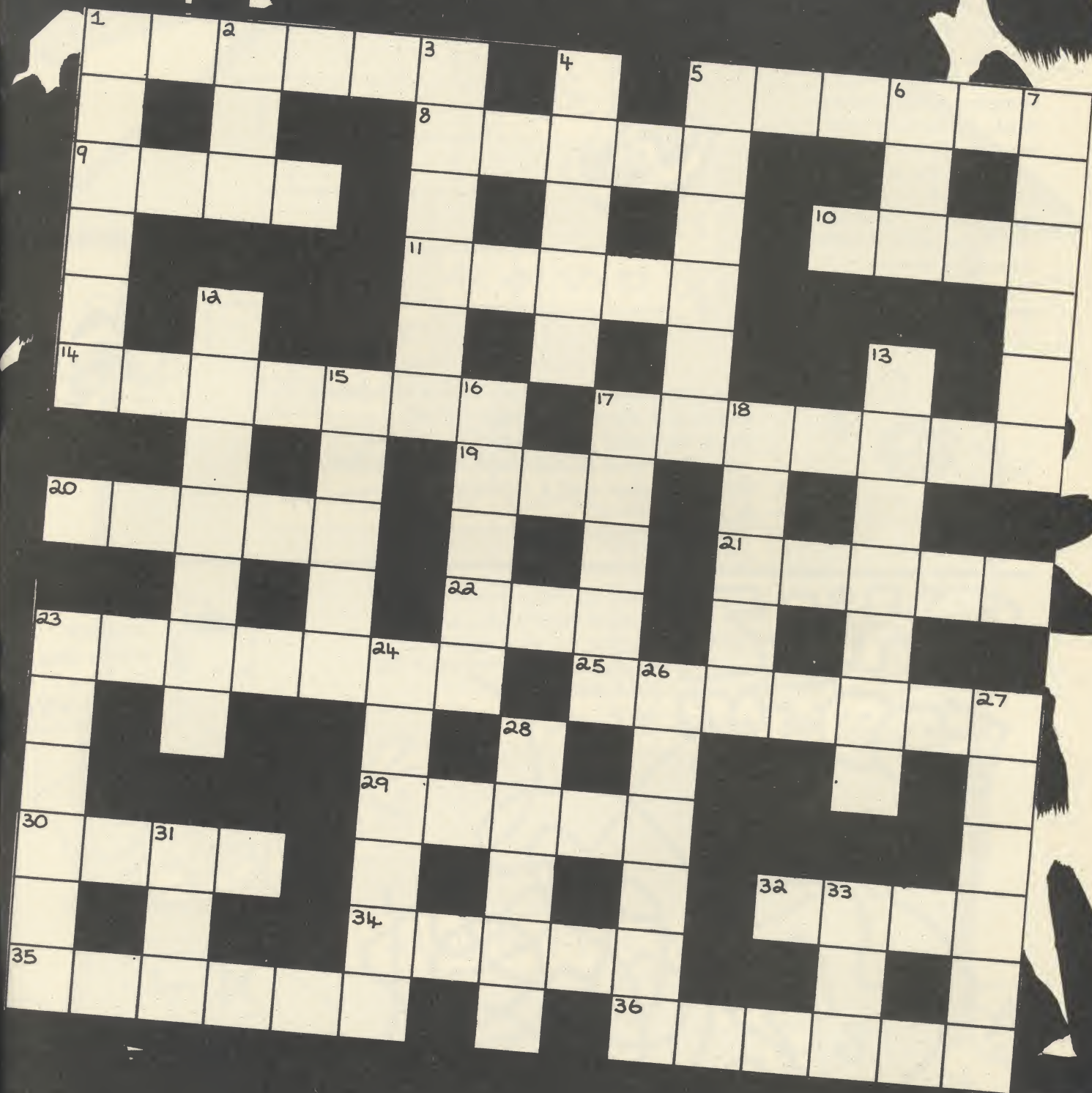
of puzzles. From crazy Christmas crosswords to whacky winter wordsearches; from The CRASH Towers board game to Santa's spiral – they're all here. There's no prizes (except for The Muncher competition), so just sit back with the well-warmed quill and enjoy yourself. Answers will be printed in next issue.

## ACROSS

- 1 Does is rule the pop world? (6)
- 5 There way out sound is needed for mixing. (6)
- 8 What all Stock/Aitken/Waterman tracks sound. (5)
- 9 What all slick shirts should be made of. (4)
- 10 A very long and placid ditty. (4)
- 11 The appetizer. (5)
- 14 Lie back! (7)
- 17 Biologically green. (7)
- 19 Nick's favourite tracks are usually one of these. (3)
- 20 He's not square! (5)
- 21 Nick sets a new one every day! (5)
- 22 Hit your balls from here. (3)
- 23 Shopping mall singer. (7)
- 25 Old-fashioned disco light? (7)
- 29 What the Ed's car is top of (the heap – Nick). (5)
- 30 Lazy Monty Python star. (4)
- 32 Nick cools down with a few of these. (4)
- 34 A computer that grows on a tree. (5)
- 35 Shaking your love with a gorilla (of sorts). (6)
- 36 What every disco needs. (6)

## DOWN

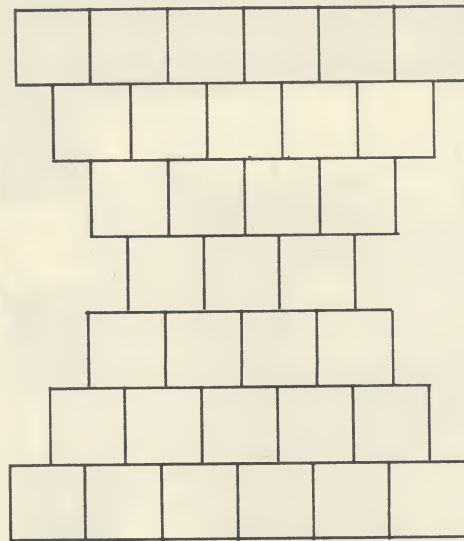
- 1 French impression. (6)
- 2 Dropping a penny to take a tablet. (3)
- 3 Sheena's a modern girl. (6)
- 4 Mine's a cheese and banana! (5)
- 5 Put your heads to the metal instead (!?!). (6)
- 6 Mark Caswell dropped his to become OTS writer. (3)
- 7 Now that's what I call smart! (6)
- 12 Now that's what I call Phil! (7)
- 13 The time it took to compile these puzzle pages. (7)
- 15 Samara still uses this ink. (5)
- 16 The worst sort of cola can. (5)
- 17 Watch your step Eric, your daze are numbered! (5)
- 18 When contributors' work is late. (5)
- 23 Crucial Challenge apparatus. (6)
- 24 Showing the old flat-capped wisdom. (6)
- 26 Let's hope Nick passes his next one. (1,5)
- 27 What Nick's disco equipment makes lots of. (6)
- 28 Cam ----- every twig he sees. (5)
- 31 The winning shot in *Match Point*.
- 33 All smokers have ---. (3)



# DROP 'EM (AND THEN PICK THEM UP AGAIN)!

## STUCK IN THE MUD?

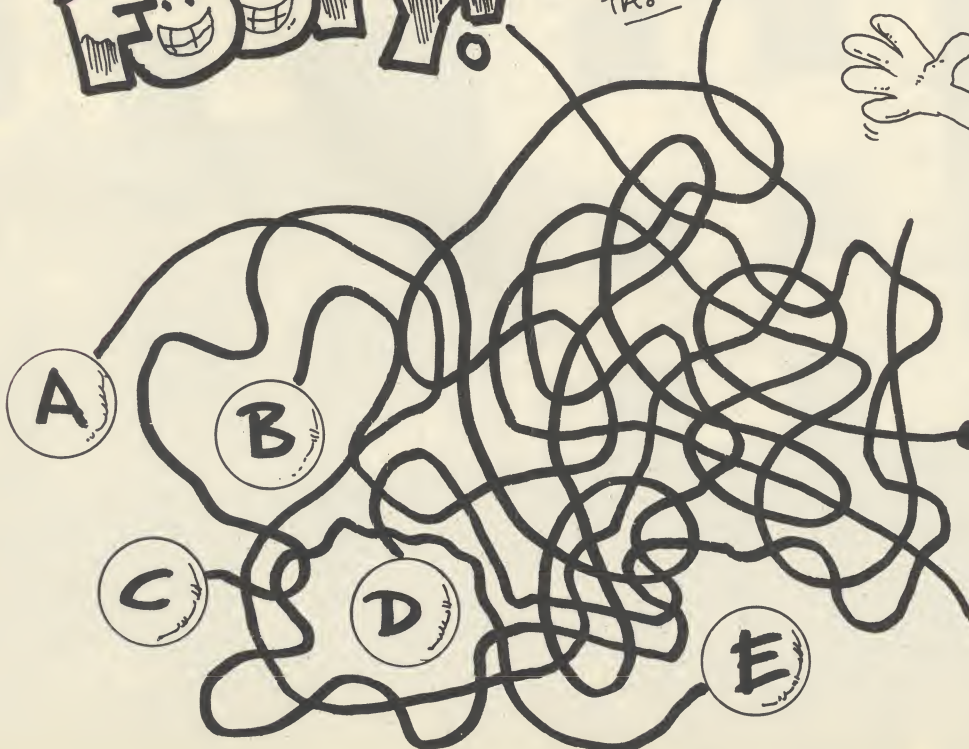
This one's dead simple. Just find the answer to the first question, put it in the top row of boxes. Now, if you take one letter away from it, you'll get the answer to the second question . . . and so on till you get to middle, when the reverse happens. Just add a letter to get the correct answer. Simple!



- 1 Like a bear (not necessarily with a sore head).
- 2 Hold on to them, you might fall off!
- 3 What the Editor likes his staff to call him . . .
- 4 . . . And what he expresses when we don't!
- 5 What Phil likes with a vindaloo.
- 6 It's a PBM game!
- 7 Down with imperialism!

## PHILZ FOOTY!

POOR OL' PHIL IS CONFUZED!  
WHICH FOOTY BALL WILL HE  
DECIDE TO KICK AROUND?!  
DO US A FAVOR AND HELP THE  
POOR GEEZER  
OUT!  
TA!



# The CRASH Towers Board Game



THE ED'S CHAIR!

55



54 Ed asks you to fetch him a cup of coffee – go back to 22

53

46 Hells, bells! That mad bunch from THE GAMES MACHINE are heading your way – run back down to 43



47

48 49 50 51

52 You're running so fast that you accidentally fall out of the window!

49 Whoops! You've just tripped over the lowly Comps Minion and fallen through a hole in the floor!

GET UP!  
GET ON UP!



39 Aaarrgh! Mark Caswell is grooving on down to his James Brown records – run back to 33 to avoid the noise

45

44 43 42 41 40 39 38 37



37 Stuart is giving a lecture about Cyberpunk – you decide to give it a miss and rush on to 41



42 Lloyd's Hermes typewriter is broken – take it back to the start to get it mended

36

35

34

29 Climb up the window cleaner's ladder!



26 27 28 29 30 31 32 33

25

26 A vicious Olibug chases you back to 18

24



23 Four ZZAP! reviewers block your way – go back to 17

23

19 You borrow Nick's bike – pedal to 25



22 21 20 19 18 17 16 15



32 A busker is singing folk songs in the street below – you stop to pour some water over him. Miss a turn

15 You trip over one of Phil's stray sheep and fall back down to 11

14

13

12

4 You step on Nick's skateboard and go whizzing forward four spaces

START

THE FRONT DOOR

1 2 3 4 5 6 7 8 9 10 11



9 Nick gives you a ham and banana pizza – go back to the start to throw up!

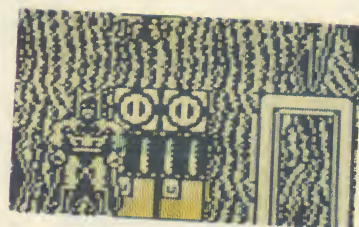
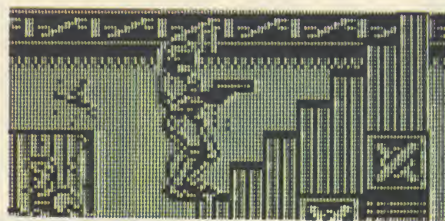




# CHRISTMAS WORDSEARCH

PICTORIAL  
PONDERING  
THROUGH  
THOSE COLD  
CHRISTMAS NIGHTS

J R O T I D E R M S L F I L I U R K M O I U T G M  
C H I E E J L H I F M E H N D S D Q X J E T M A N  
R I T N A M E N O E G A S A L A I A M H B L T U H  
X L S P K E C R L D A L A W O L D U L R P E O S P  
A V T H N L E C L I Y X R H E S T N E S E R P O A  
I A N K A C R F E D Y L C T N E R S E R E A C P U  
I O A I O O U R I N G P D E S A K H E L G O E K A  
T A R M U W A R T N N W S T R E M T E R B R T B T  
N T A C I M E U A E R E O S C D E A S O H A O Y U  
A S H S I M A M T A B L A I V T E I R C E D Y E S  
A E K I N S W K N O T T T R C Y S F O E R E S L E  
R K I G I O S A V M A S S X A T P H E A M V A R H  
G E R H N U R E X P N C E E I P E S R O T A J R L  
E R N S A N R B E J C H I O P T L E N E L I C E M  
I E W O O W N E T K I M F A A L M G Z A L B E G N  
V X R E D R H C A E N E U P S R A A T H E H O E O  
O N J O O S I C S U G R R T R A W I E H P T S U G  
M A R I A N O I L O A Z A W E S M K A T L O N R U  
O F S E V E R L M R C E A N W T A X Y W A R I K B  
L F T O N P Y E N O U O I D E R T E R A C T A Y I  
A I E A R T I S T E P R G S I K V Y A E S A M D L  
S T N E L L K L A W V C N I V P A Z Z E H R B D O  
R A T D S E R R N U E I B L E S U L N L E T O E W  
X N L O R E B O T C O A M U R T C E P S A N A R J  
E I C A T E R A E F A D E C L L I V A N S L L F J



# WHAT ARE THEY LIKE?

JUST FILL IN THE GRAPH WITH THE ATTRIBUTES OF EACH PERSON. WE'VE DONE ONE FOR YOU (Colin is 12 years old, but what does he like?).

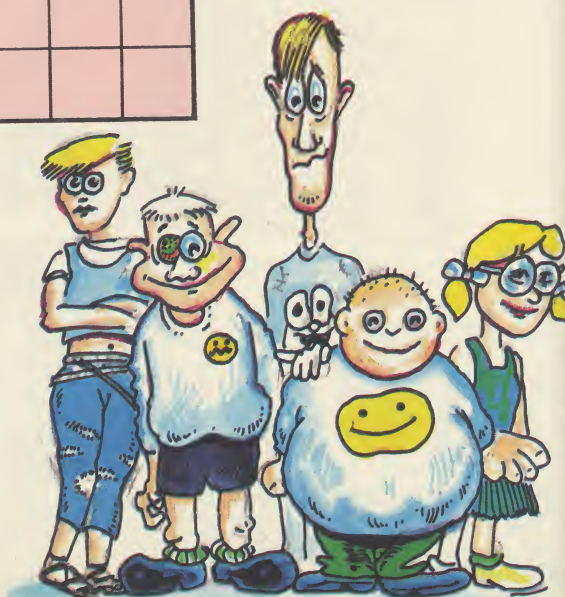
## CLUES

- 1 Colin is only 12-years-old and loves strategy games.
- 2 Neither Adam or the edlest owns an Atari ST computer.
- 3 David likes either sports simulations

- 4 or shoot-'em-ups, and is younger than the 15-year-old Amstrad owner, who is not an adventure fan.
- 5 Liz the C64 owner is older than the owner of the Spectrum.
- 6 The Amiga owner likes arcade adventures.
- 7 Brenda doesn't own an Amstrad and is not 13.
- 8 The 14-year-old is the shoot-'em-up fan.

Confused? Well don't blame us - Nick Roberts is the one to blame for this one.

	COMPUTER					AGE					FAVE GAME				
	SPECTRUM	COMMODORE 64	AMSTRAD	ATARI	AMIGA	12	13	14	15	16	ARCADE ADVENTURE	ADVENTURE	SHOOT-'EM-UP	SPORTS SIMULATION	STRATEGY
ADAM															
BRENDA															
COLIN						✓	×	×	×	×					
DAVID															
LIZ															
ARCADE ADVENTURE															
ADVENTURE															
SHOOT-'EM-UP															
SPORTS SIMULATION															
STRATEGY															
12															
13															
14															
15															
16															



# 10 HUNGRY CRASH READERS STANDING ON THE WALL

ALONG COMES A GREMLIN TO GIVE 365 PACKETS OF CHEWITS  
TO THEM ALL

(not very plausible – Ed)

## THE MUNCHER

Do you remember the advert that was shown on TV a few years ago, featuring a large monster who stomped on various cities around the world before some guy, called Chuck, stopped him with a packet of Chewits? Probably not. What's this to do with the new (well, in fact we reviewed the game under a different title – *T-Wrecks* – in Issue 56, 80%. Confused?) **Gremlin Graphics** game *The Muncher*? Well not a lot, except that it stars a large, and very annoyed Japanese monster whose eggs have been stolen by a bunch of meddling scientists.

Naturally she's more than a bit peeved and decides to go on a bit of a rampage, teaching those horrible humans a thing or two about mangling, maiming, and being generally offensive.

Rather than phone up about the competition details, Gremlin thought it would be clever to send a large, and very green, refugee from a Japanese B movie to deliver them in person – show-offs. But although he's well-trained, the old monstrous instincts took over and he accidentally, hmmm, sat on the CRASH offices. The slip of paper reached me after a large green scaly arm poked through the door to my cupboard ruins.

I hope you've a sweet tooth, because Gremlin have arranged for the first ten names – picked out of the building by the jolly green monster – to win **365 packets of Chewits** (a year's supply they said – lucky 1989's not a leap year). You too could be a hero like Chuck (for a year, at least).

So what do you have to do to win more packets of sweets than you can shake a monster's tail at? First, study the simple puzzle on this page, work out the correct route, and send in your answer – preferably not by monster, dragon or any other large reptile – to the

address provided. And before the January 1 please, or we will set the Gremlin monster on you (same goes for bending the rules – CRASH Judges). So get the answer off (postcards, please) to . . . **COME BACK CHUCK, CRASH, PO Box 10, LUDLOW, Shropshire, SY8 1DB.**

Along which road must Gremlin's horrible monster travel if he is to reach the packet of Chewits?



# THE MAMMOT



## ACROSS

- 1 Are these two prehistoric characters bearing the brunt of soreness? (6,6)  
 4 First name of character who starred in the game with built-in primary imbalance (5)  
 6 This software house could become habit forming (9)  
 8 See 22 across  
 14 Amstrad's boss is such a sweet man (5)  
 15 Work your way up to this exalted rank with Firebird's trading game (5)  
 16 Deadly rival of the Grand Master of Ter-might (17)  
 19 and 10 down Mastertronic's fairground shooting game (5,5)  
 20 Did this assignment go by the geographical text book (5)  
 21 Name of Softek's caveman who enjoys stealing dinosaur eggs (3)  
 22 and 8 across Darth Vader's revenge (3,6,7,4)  
 23 Comic created by Don Lawrence, the 'father' of Dan Dare (5)  
 25 You would have to be a Berk to go down there (8)  
 26 May the force be with you (4,4)  
 28 Do you have the Incentive to made a squash-ing sound (5)  
 29 See 32 across  
 30 Is this man still the copyright of Mel Croucher? (2)  
 32 and 29 across Name of character in the Delta 4 spoof ----- Sherlock (5,2)  
 33 Alice went to his tea party (9)  
 35 Gremlin used mirrors and a laser to good effect (9)

- 38 and 99 down And on the 8th day this game was Quilled and appeared in Issue 22 (5,5)  
 40 This software company will leave you all at sea (5)  
 41 Timothy Gloss says that you need one to see the light (5)  
 42 This CCS game was no market garden (6)  
 43 See 96 across  
 44 This software house does not allow riff-raff on its premises (5)  
 45 Was David Todd really so tiny (6)  
 46 They call him the wanderer (5)  
 48 Watchword of the alien resistance group opposed to the Termight Empire and its tyrannical overlords, The Terminators (5)  
 49 Chuckie laid one (3)  
 51 See 68 down  
 53 The eight-sided figure has lost all of its energy (5)  
 55 Title given to Mega City cops - Joe Dredd is one (5)  
 56 Do they motivate the software industry? (9)  
 58 It unlocks the fourth dimension (3,2,4)  
 60 Fido has been invested with super powers (5,4)  
 61 Tram exit for Argus Press (4,4)  
 63 Short Australian animal scores a double cen-tury - what a fighter (5)  
 64 Silversoft's systematic killer (12)  
 65 Re-useable spacecraft (5,7)  
 66 'E kips the other way round for Firebird (5)  
 67 Former American goes north to see Pete Cooke (5)  
 69 Red indian hitches a lift in a helicopter (8)  
 70 Indiana Jones is one (8)

- 72 Dare you pirate this Firebird game? (5)  
 75 In space no-one can hear you play computer games (5)  
 76 Doesn't Rainbird's stellar craft have engines (10)  
 77 It's a good thing that the Queen doesn't live here (6)  
 79 Did Binary Design call in Rentokill on this game (8)  
 82 Have CAT will travel (7)  
 83 Painting reverses in the morning, making a computer-aided board game (5)  
 86 Bulldog involve themselves in a family quar-rel (4)  
 87 District Attorney says thank you for infor-mation (4)  
 88 Newton used one to create the first spectrum (5)  
 89 Greek lucky number (5,5)  
 91 What's this, a Dragon game on the Spectrum (8)  
 93 and 95 down You have to be fast on the draw with this Mastertronic game (5,4)  
 96 and 43 across Star of Ocean's p-p-pick up a Penguin game (6,5)  
 97 See 97 down  
 98 Card game made famous by Sam Fox (5)  
 100 In short, engineer Edward (10,3)  
 103 If you want a Positive Image, look out for this dwelling (11)  
 106 See 57 down  
 107 Mr Big is in for a rough time (8)  
 108 Don't mess with this software company, you may find yourself flat on your back (7)  
 109 Don't drink that, it's illegal (11)

## DOWN

- 1 They should have called in Bombjack to deal with this one (9)  
 2 Rescue attempt by CRL way back in Issue 3 (5)  
 3 Mr Lee's first name (5)  
 5 Does Ripley dream of electric androids (6)  
 7 Everyone's favourite computer magazine (5)  
 8 Some lucky person may have shouted this word when they had solved the clues in this search for the pieces of a Temporal Talisman (6)  
 9 Was this racing game a Thorn in Graham Wis-dom's side (4,5)  
 10 See 19 across  
 11 See 28 down  
 12 A blocky puzzle game that is unlikely to become a CULT hit (6)  
 13 Another name for the fiery Phoenix (8)  
 17 Code Masters excel at this type of game (9)  
 18 Activision's pillage of a natural waterway (5,4)  
 24 Japanese contestants on the pain threshold (9)  
 25 Did Microsphere consult Casey Jones when programming this game (5,4)  
 27 Steve Crow's stellar tremble (9)  
 28 and 11 down David Perry gets involved with some heavy metal (9,5)  
 31 Arnold Schwarzenegger's long haired alter-

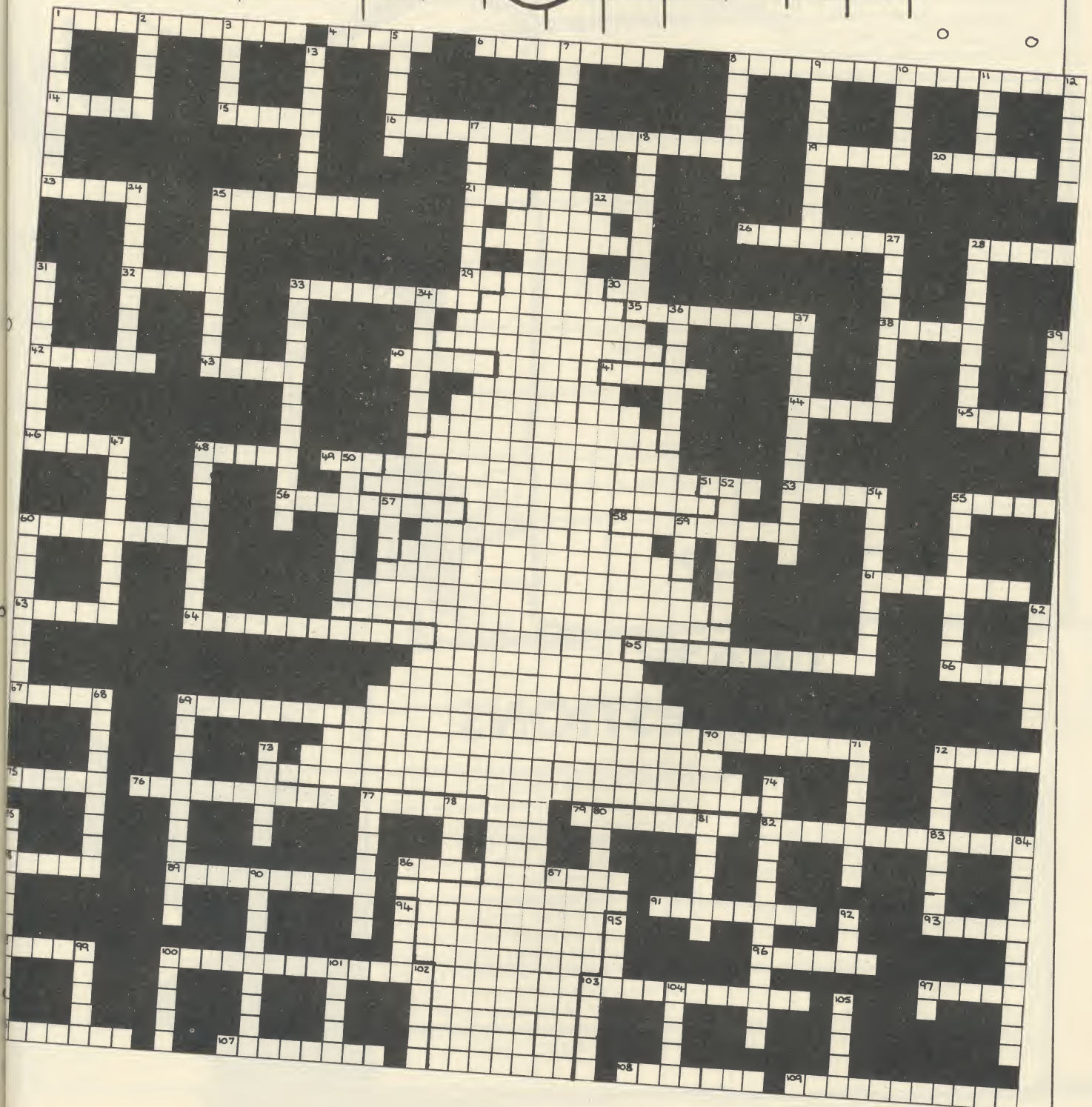
- ego (9)  
 33 Magic Knight woz 'ere (12)  
 34 Pete Cooke is on taut ice (3,4)  
 36 Lee Majors took a tumble in this one (4,3)  
 37 This GI likes CHIPS (5,7)  
 39 Did Ace carry out the provisions of a will? (7)  
 47 Did this Bulldog game blow itself up for nothing? (9)  
 48 Did Halley play this? (5,4)  
 50 Power failure, look for one of these little fel-lows (7)  
 52 CRL's rejected person (7)  
 54 Rally driver has a bad dream (9)  
 55 Used to control an aircraft - as well as a com-puter game (9)  
 57 and 106 across Redshift travelled to the White Mountains in search of these three legged monsters (3,7)  
 59 Luke Skywalker cut a few of these as he bat-tled with the Empire's fighters (3)  
 60 Cosmic Caledonian crone (9)  
 62 The Ultimate way to estrange someone (6)  
 68 and 51 across The eyes have it for this mutant bounty hunter (9,3)  
 69 Imagine coming down to earth on a famous bobsleigh run (5,6)  
 71 Activision's monster game will certainly bring the house down (7)  
 72 Oh no, not another pirated Firebird game (9)

- 73 These red and blue monsters battle it out on a distant planet (5)  
 74 An unlikely hero, this bird even smokes cigars (6,3,4)  
 77 The flaming bird is spelled wrongly - what a Megadodo (7)  
 78 Firebird twist Lucy into 3-D (4)  
 80 This guy found himself to be the target for some nasty villains (4)  
 81 Famous film character created by Edgar Rice Burroughs (6)  
 84 Shopping has never been such fun (4,2,5)  
 85 Activision had a great short run with this (11)  
 90 Samara's type of game (9)  
 92 Male sheep (3)  
 94 Set the stakes on a poker game (4)  
 95 See 93 across  
 97 and 97 across Gargoyle's journey to the stars (2,5)  
 99 Don't push him (5)  
 100 See 38 across  
 101 Bug Byte's scene of conflict (5)  
 102 On the day it is 50 interfaces (5)  
 103 Was this Break-Out variant really barmy (5)  
 104 Frodo, along with many others tried to become Lord of the ----- (5)  
 105 US Gold's sword-wielding caped crusader (5)



# TH CHRISTMAS

## CROSSWORD



## CLUES

- 1 An Archimedes quote on the Spectrum! (6)
- 2 Pete Cooke's follow-up to *Tau Ceti*. (7)
- 3 This famous bear made a fishy appearance on the Spectrum. (4)
- 4 A 'reincarnated' software label. (7)
- 5 An upper-class group of programmers? (5)
- 6 An excellent pre-*Cybernoid* from Raffaele Cecco. (6)
- 7 Hewson's 'rotating tower' game. (7)
- 8 An early *Defender*-type game from Softek. (9)
- 9 The bad ones were red and the goodies were blue. (5)
- 10 David Jones's second Magic Knight game. (10)
- 11 The first Freescape game. (7)
- 12 Lothlorien's soldiers didn't have square bonces! (10)
- 13 Quicksilver's dog was radioactive. (9)
- 14 US Gold's futuristic Namco conversion has recently been re-released at a budget price. (10)
- 15 Realtime's second release. (10)
- 16 Activision's motorbike racer. (6)
- 17 Is the wolf having his appendix removed? (9)
- 18 Was Ocean's rally a bad dream? (9)
- 19 Level 9's green isle. (7)
- 20 Did Barnes Wallace design this game? (10)
- 21 The Chicago Bears took on the New England Patriots in this sports simulation. (9)
- 22 What Eric Bean's gnomes were. (4)
- 23 Was this lucky for Games Workshop? (8)
- 24 This famous French general was at war with CCS. (8)
- 25 CRL's strange hamster. (5)
- 26 Could Imagine turn lead into gold. (9)
- 27 Dave Marshall's classic helicopter simulation. (8)
- 28 Micromania's jumping kangaroo was out of this world! (6)
- 29 Nick's favourite Raf Cecco game. (9)
- 30 The sequel to *The Legend Of Avalon*. (10)
- 31 Elite's classic Capcom shoot-'em-up conversion. (8)
- 32 Lissa's co-star in Firebird's budget game. (4)
- 33 What the 'I' stands for in *IK+*. (13)
- 34 An art utility from Creative Sparks. (8)
- 35 Elite's recent 'roadblasting' game. (10)
- 36 The 'mad monk' appeared on the Firebird label. (8)
- 37 When did Ocean's story end? (5)
- 38 Steve Turner's hack and slay game rhymes with an all-girl pop group! (8)

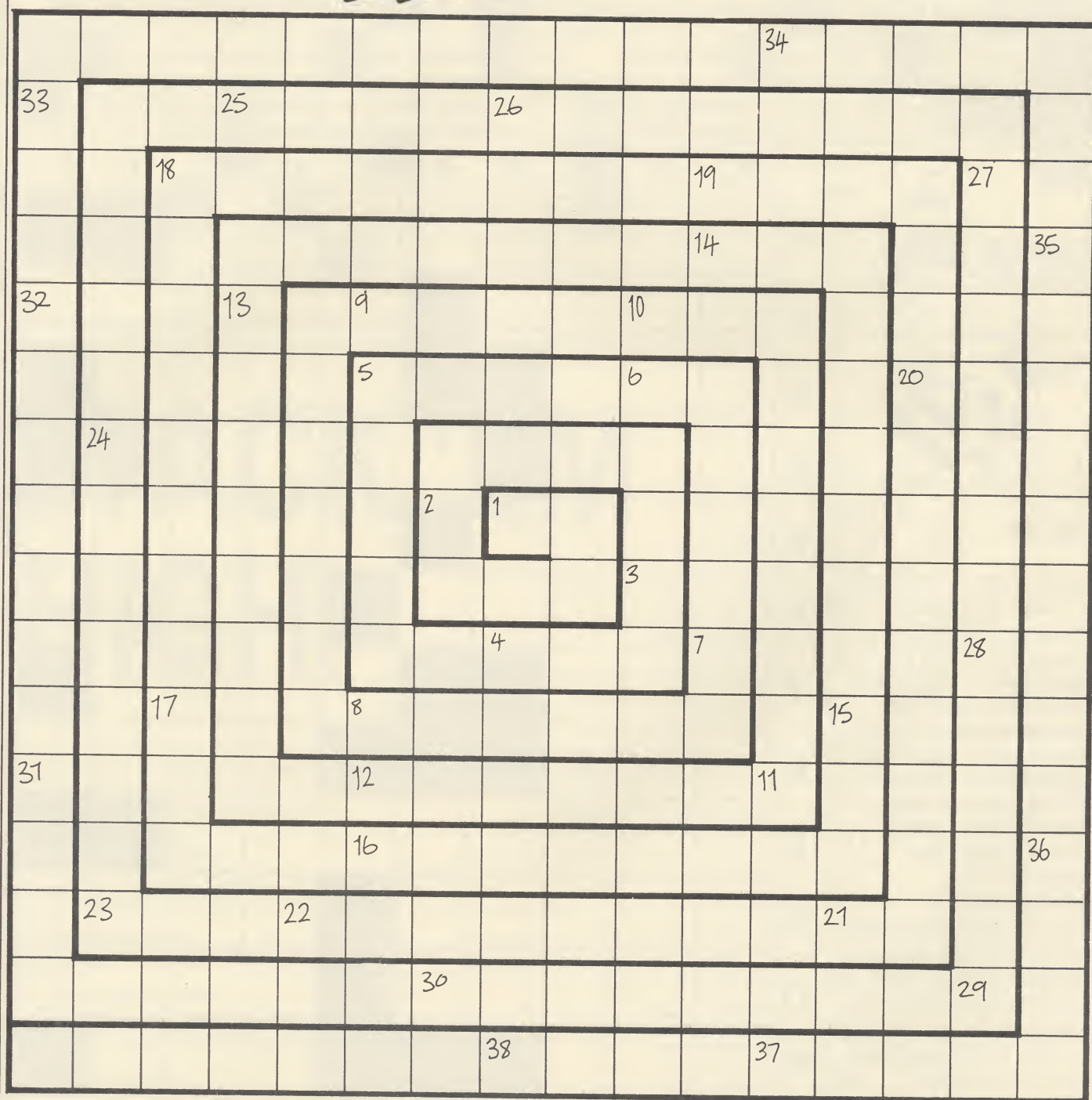
## CRAZY CRASH QUESTIONS

- 1 If Nick can eat a 6" (diameter) pizza in 20 seconds, how long should he take to him eat a 9" one (of the same thickness)?
- 2 If it takes two CRASH reviewers two hours to review two games, how long does it take three ZZAP! reviewers to review one game?
- 3 Why did Dominic Handy put Persil on his radio?
- 4 If Stuart utters the word 'Cyberpunk' ten times every minute, how many times does he say it in one whole day?
- 5 Mark thinks James Brown is so groovy, but how many grooves does one of his records contain?
- 6 Phil is playing football for Leicester City (wishful thinking) and has just come on as a substitute, but his side are losing 5-0 with only 21 minutes left. If he scores a goal, he will automatically score another in twice the time he took to score the previous one. How quickly must he score the first goal to ensure that Leicester win the match?
- 7 Richard 'Promotions' Eddy spends at least eight hours a day on the phone - how large is Newsfield's bill from British Telecom?
- 8 If Lloyd Mangram types two words a minute on his Hermes typewriter, approximately how long does it take him to type out his Forum?
- 9 If Nick's stomach can hold 10 litres of liquid plus 20kg of food, how much heavier is he after consuming a full load of pizzas and Cherry Coke?
- 10 Is the number 42, a) the meaning of life; b) 6 multiplied by 7; c) the number of pizzas Nick eats each day or d) all three?





## SOFTWARE SPIRAL



# DOOBLE

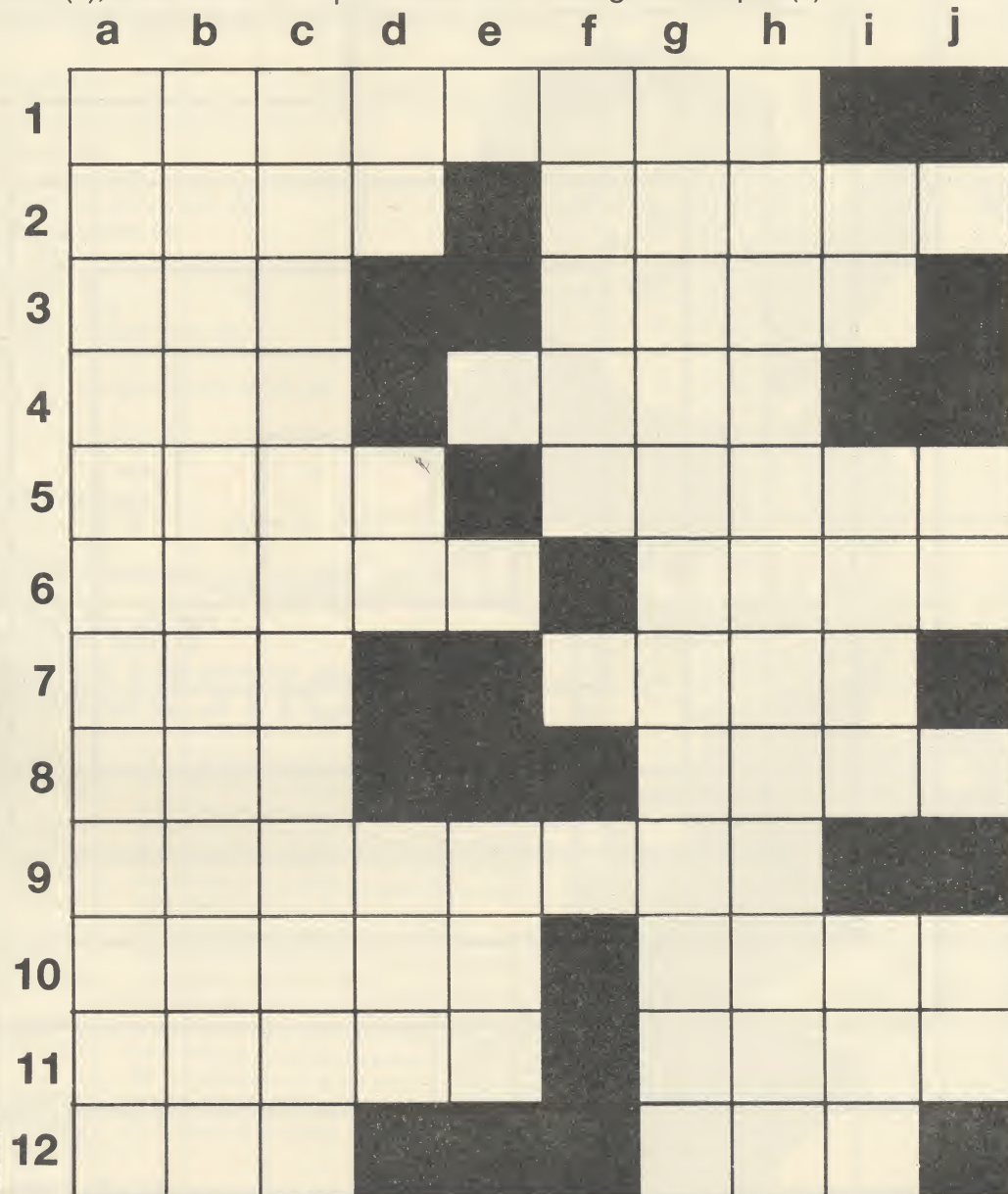
- 1 Mark Caswell's first artistic nickname (8).
- 2 US Gold's ultimate mission (4); a *Break-Out* game to drive you barmy (5).
- 3 The interface to have with a microdrive (3); what Hercules turned the minotaur in to (4).
- 4 What to say to the Prime Minister (3); you do this a lot in driving games (4).
- 5 A sort of sceptre, star and empire (4); the colour of Imagine's beret (5).
- 6 Super brothers (5); throw a computer (4).
- 7 A type of wolf or defence (3); what ZZAP! reviewers do when they lose the challenge (again!) (4).
- 8 Contemporary software generation (3); Giana's changes style (4).
- 9 What some adventures don't have (8).
- 10 Don't push Ocean (5); it came from the gods (4).
- 11 An edible computer (5); the best sort of score to get (4).
- 12 A crazy title for a software house (3); Samara insists on calling hers a quill (3).



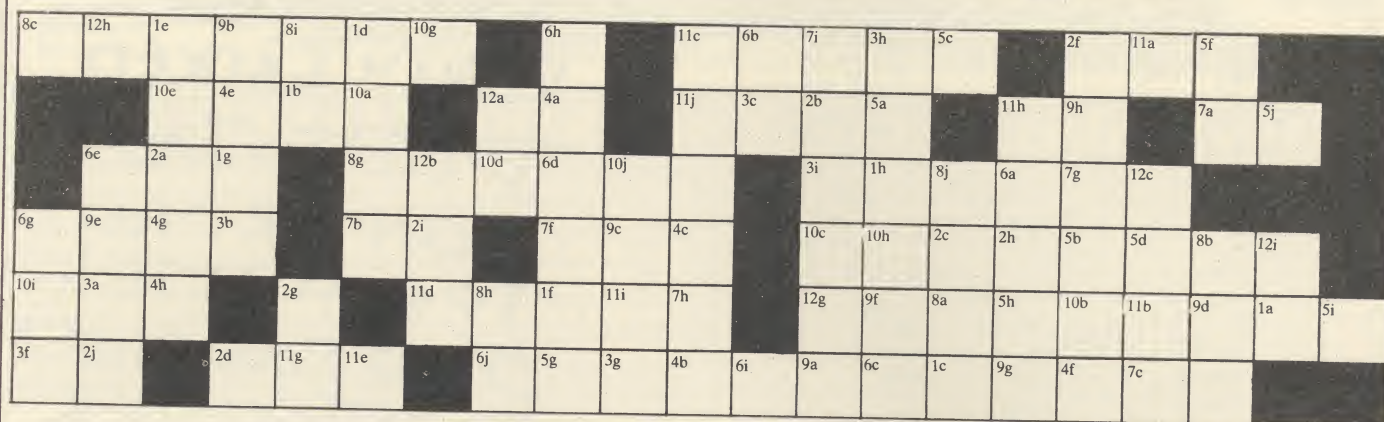
## HELP!

Right, then. Compared to most of the crazy puzzles that we've thought up, this one's dead easy. Just look at the clues, write the answers in the gaps in the answer square (a mysterious character should appear down the left-hand side!). Now transfer the letters to the corresponding coordinated squares in the horizontal diagram, to spell out yet more words. See, told you it was easy!

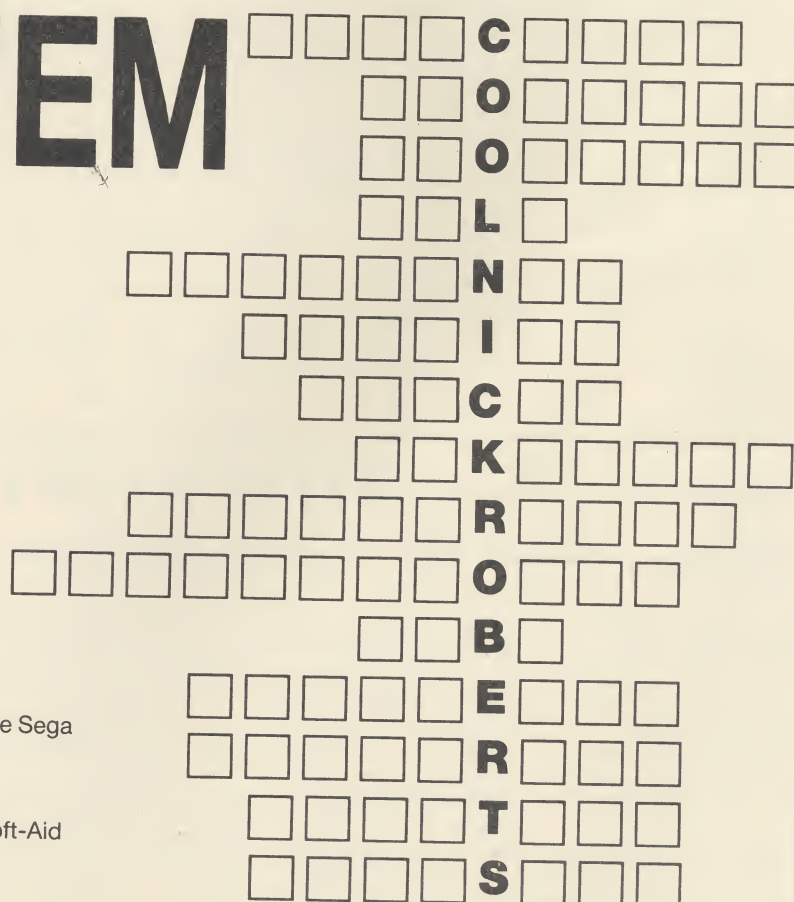
Who thinks up these puzzles anyway?



# CRASH WORD



## STACK 'EM HIGH!



- 1 Uncle Toms' company. Now part of Prism Leisure
- 2 Uncle Mel
- 3 Dave put Daley on the Spectrum!
- 4 Adrian or Monty?
- 5 Mr Week's first game
- 6 Former Liverpool software house fell into the ocean
- 7 In long, Japan Capsule Computers
- 8 Elite's old Wilf
- 9 Lion-O and friends
- 10 Owners of Melbourne House and distributors of the Sega console
- 11 David created *Starion*
- 12 The man beyond the land of Midnight
- 13 Gremlin donated the profits of this adventure to Soft-Aid
- 14 Their first Spectrum game was *3-D Tank Duel*
- 15 Fantasy's castle

# GOR BLIMPY!

ITS WHASISNAME!!!



YES FOLKS! HERE'S A  
 REALLY WICKED  
 DOT TO DOT  
 PICCY FOR YOU  
 TO COMPLETE!  
 JUST JOIN THE  
 DOTS TOGETHER  
 TO DISCOVER OUR  
 MYSTERY REVIEWER  
 PERSONALITY!!!  
 EXCITING EH?!!!?



## WHACKY WORDS

*Spot and correct the 20 deliberate mistakes (underneath)*

LLOYD MANGRAM was using his Hermes typewriter when all of a sudden, it ceased up. 'Oh no,' muttered an annoyed Lloyd, 'and I've got no oil.' Just then, Nick Roberts rowed into the office on his bike, knocking a vase of flours onto the floor. 'Whoops,' uttered the embellished Nick, his facia as red as a beetle. Just then, in worked Phil King, wearing his grin trousers. 'Well, what a moss!' he laughed. 'Has anyone got any oil?' axed the frus-

trated Lloyd, his paper bog getting socked from his sweat. Well, you've nether seen anything like it; Nick produced a battle of vegetable oil, but it slept out of his hands and spelt all over the floor. This was too much for Lloyd and he elapsed onto the ancient typewriter. He immediately got up, realising that his Hermes had started working again - he was on cloud eight!

# MASTERING THE GAME



## A beginner's guide to fantasy roleplaying

The imminent arrival of the official *Dungeons And Dragons* licence *Heroes Of The Lance* (from SSI/US Gold) perfectly illustrates the heavy interest of the software houses in Fantasy Roleplaying. GRAHAM CALUM explains what FRP is, how it originated and why computer games so often fail to capture its incredible depth.



**T**he computer games market has recently been flooded by vast number of games that have FRP stamped all over them. For example you have *The Bard's Tale* trilogy, the *Ultima* series, *Lancelot*, *Dungeon Master* and even *Wizard Warz*! All of these products claim to be FRP games, but if you put them in the hands of a true fantasy roleplayer he – or she – would tell you in no uncertain terms that you've been duped. Why? Well, FRP is all about freedom of choice and no matter how well programmed a product is, you'll never get that in a computer game.

In fact the whole FRP hobby started over the question of freedom. Over ten years ago, a man called E Gary Gygax became fed up with the limitations that war-game rules imposed on him. He wanted his army to act as individuals, not units, so he drafted up his own rules system. After a series of revisions, he came up with a set of rules called *Dungeons And Dragons* or *D&D* as it is fondly known. *D&D* was marketed by TSR, a large American games company, and the game's since sold in its millions all over the world. The main reason for this was that players could 'roleplay' the part of a character they created.

Character creation consists of rolling a six-sided dice several times, then allocating your relev-

ant scores to six various attributes such as Strength, Charisma etc. These tell you what your character's capable of. You then select one of the four character classes available – Fighter, Cleric, Magic-user or Thief – as well as allocating a race, which ranges from Human to Dwarf. To be ready to play all you have to do next is get a couple of friends to play with you and elect a Gamesmaster, or GM as they are more commonly known.

The GM then sits down and creates the world that the players' characters will inhabit. He/she has to know the rules backwards and be responsible for the running of the game. During the play the GM is a god-like creature, knowing all, but revealing only small titbits of information to the players – making it difficult for them to piece together a complete picture of their predicament. Furthermore the GM has to be quick-witted, making instant decisions and playing the part of everybody the players meet on their adventure, from Bill the bungling baker to Desdemona the despicable dragon. They are also responsible for issuing Experience Points (EPs) at the end of an adventure. The players obtain these points by defeating monsters in combat, achieving a set objective, or simply by playing their character's character in the correct manner. Once a sufficient amount of EPs are obtained, a player is allowed to train up their character to another rank, meaning that they can enhance their natural abilities and live longer. For example, a Magic User who has gone up a rank can cast more powerful spells and take more wounds from any blows laid upon him by opponents.

A typical adventure might commence by the GM explaining

that the characters would be having a few swift ales in the local smokey alchouse, when suddenly the doors open and in walks a beautiful woman, wrapped in a long blue cloak, flanked by two full grown lions! She is heading directly towards the characters, so what are they going to do?!

It's then up to the players to assume their character's personality – be it noble, evil, cagey, bold, cowardly – and react accordingly. Their options are limited only by their imagination.

### The great imitators

This freedom to decide in *D&D* is a big factor in what has made the hobby so addictive. Players can act out their fantasies and become someone totally different for a couple of hours. Once *D&D* appeared it didn't take long for new games companies to form, and they brought out a whole bundle of FRP games. Some have now disappeared off the face of the earth but the more successful still remain. At the moment, the most popular games use *The Middle Earth Role Playing* system, or *MERP* (based on the world of JR Tolkien), *Warhammer* (Games Workshop's game of mass fantasy combat with some roleplaying elements thrown in), *Advanced Dungeons And Dragons* (Gygax's more complex, but realistic version of basic *D&D*) and *Battletec*. (FASA's massive game of gigantic robot combat).

Although a lot of the early *D&D* games were based on swords and sorcery, over the years many different forms of FRP games have emerged to give you the chance to play everything from a prehistoric cave-person to a would-be dictator of the universe in the year 5500AD. The



► Time of the Twins by Larry Elmore, from 1987

choice available to would-be gamers has never been bigger. You can buy roleplaying games (RPGs) which are based on TV programmes like *Dr Who* and films such as *Star Wars*. Alternatively you can try games based on books or comics, such as *Call Of Cthulhu*, inspired by the works of HP Lovecraft, and *Marvel Superheroes*, which allows you to play your favourite comic book characters. The Orient and Far East have also proved fertile areas for FRP game subjects, so games featuring samurai and ninja are popular. *Bushido* is the most established FRP system in this area, but new, simpler systems like *Night Of The Ninja* are catching up fast.

### No more lonely nights

Bearing in mind the addictiveness of these games, their one drawback is all the more maddening. This problem is simply that you have to organise a certain group of people to be in the right place at the right time. Obviously if you fancy playing a RPG with your friends at 11 o'clock at night, you're going to be in trouble. The FRP companies, plus other individuals realised this, so a market based around RPGs that could be played anywhere, any place, any time has evolved.

Some companies released Solo Roleplaying books, where you played the part of a character, and made certain life-or-death decisions for it. The books have a storyline, which can be based on anything from the adventures of a legendary Greek hero to the problems faced by a 15-year-old in a post-nuclear holocaust world. To play the game you read the book and after about a paragraph or so you're given a choice of options to take. Depending on what decision you make, you will be instructed to move to another paragraph in the book, where danger, death or success await. The paragraphs are numbered for easy reference and you continue to make decisions until you either succeed in your mission or die on the way. If you die, you can always restart the game until you succeed. Because of the obvious limitations this form of roleplaying has, it appeals mainly to the younger players, who buy the books by the box full. To give you some idea how popular it is, **Joe Dever** who is the author of the best-selling *Lone Wolf* series, has sold over six million books to date.

### Postal productions

Other companies have concentrated on postal games. Here you Play By Mail (PBM) characters of your creation. Your GM is a human or computer, based miles away from you – your fellow players could be spread all over

the world. Basically, after you have created your character and it has been placed in the world in which the PBM game is set, you have to write down a set of instructions which is processed by either a human GM or a computer. With the use of mystical formulae, dice, computer programs or just common sense, your instructions are analysed and the results are returned to you, for you to enter another set of instructions.

The games continue on this basis until somebody wins the game or your team/character is destroyed trying to achieve its set objective. Each time you have a set of instructions processed, you are charged an amount, which is usually preset and prepaid, and this is debited from your account.

► 'Flight from Darkenwood'  
by Clyde Caldwell

▼ The Throne of Istar by  
Jeff Easley



These prices range from about 50p to £5.00 per turn, and are usually the same unless you attempt something long and laborious, or particularly time consuming. However there are many other indirect costs, which you may wish to consider. In every PBM game that I know, bar one, contact with other players outside the game is encouraged. By communicating with other players you get to learn more about the game, while making friends at the same time. Basically, if your team/character meets another player's team/character, you are given the full details of them. In some cases, if a player wants it to be known, you are given their real life name and address as well. Initially this means writing a few letters each week, and spending a few bob on stamps. However, being first with the news can mean the dif-

ference between life and death in a PBM game, so people tend to use the telephone. Again, a few calls each week doesn't cost that much, but say you are playing in a couple of different games OR you get involved in a large alliance, which may sometimes be more than 20 people, then you find the extra costs soon mount up!

Diplomacy and deviousness is part and parcel of this branch of the hobby, so you may find yourself phoning up your enemies to either feed them false information or extract some interesting news out of them!! At present KJC Games run the most successful computerised PBM, *It's A Crime*, a game which has been played by over 10000 people. Sloth Enterprises run the equivalent hand-moderated version, with over 1500 players involving themselves in *Saturnalia*.



### Phoning home

There have been many other forms of FRP created as well. These range from Telephone Roleplaying (TRP), which is good fun, but VERY expensive, to Live Roleplaying (LRP), where you actually do it for real. The former works by telephoning a certain number and selecting one of the various options available. This is done by dialling one number of the ten available, and through your selection you will achieve various results. It is primarily a hack 'n' slay affair, killing everything in your path. The most popular game at the moment is *FIST* which costs a mega 38p a minute. Play for an hour and the money you have spent could have bought you a RPG that would give you years of fun!!

LRP is where you really get involved. This means that you get dressed up in the appropriate clothing, obtain various rubber weapons and actually descend a proper set of caves. You experience, the fear, excitement, tension, worry, coldness, the dark and everything else that real life adventuring submits you to. You actually have to get into combat with monster, climb down small, permanently dark tunnels and explore the gloomy depths of the caves.

As well as all the aforementioned, you have to play your character, communicate with authentically dressed and detailed monsters, as well as interact with your party of adventurers. The two main LRP companies are *The Labyrinth*, which has various bases in the South of England, and *The Spirit Of Adventure*, who have various locations in and around the Manchester area. An introductory adventure can cost you anything between £6 and £10 per person and

lasts two to three hours.

Another innovation, destined to be massive, is roleplaying by modem. Here you can link your micro up with a mainframe – which may have thousands of other people playing on it – that is programmed to allow you to communicate with the other players if and when you meet them in the game. Alliances can be made with people all over the world, and you can interact with them accordingly. The biggest game at the moment is *Shades* (recently launched in France), but you can also play some RPGs with such systems as *Prestel* and *Micronet*.

### No limits

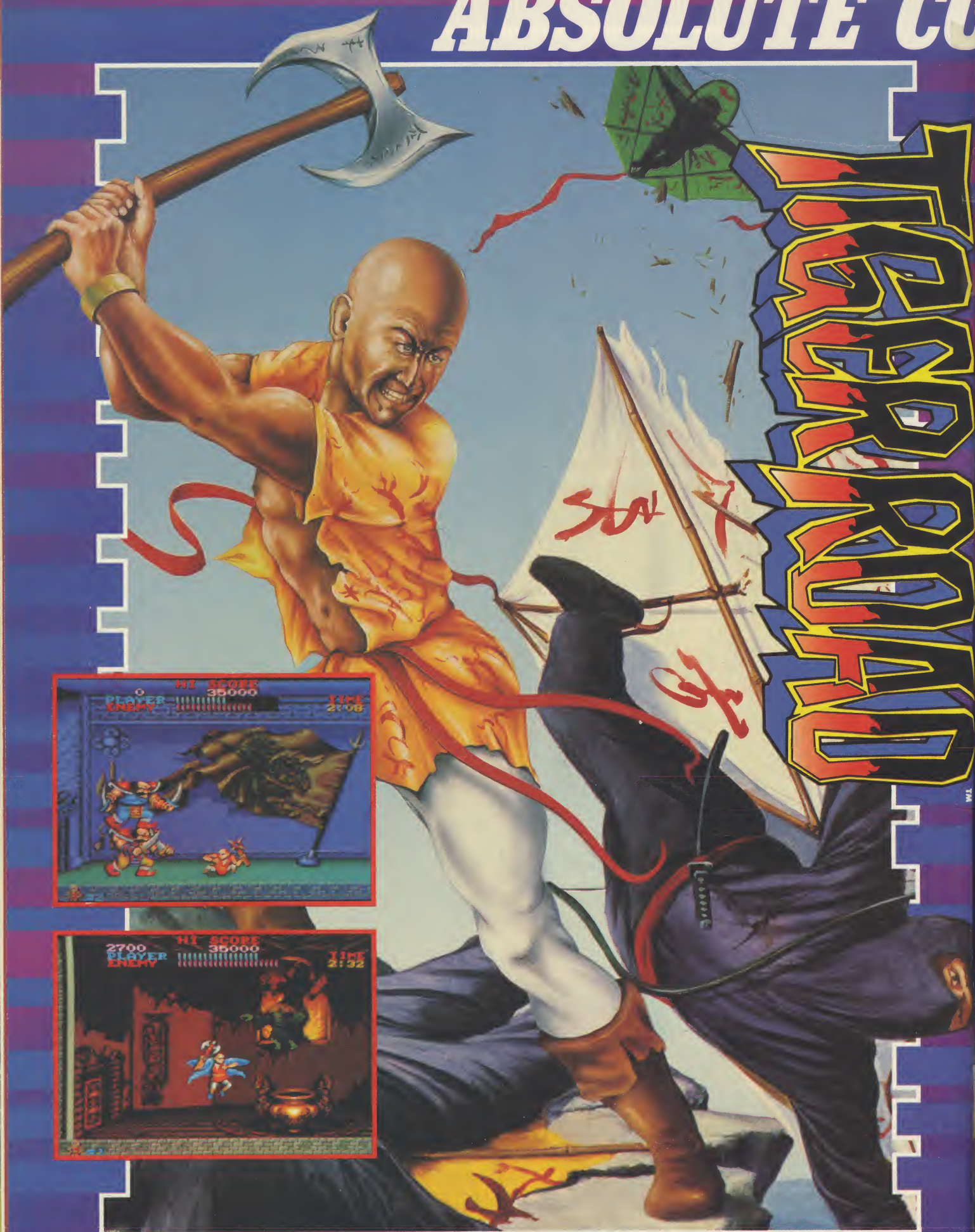
To be honest, apart from tabletop RPGs and LRP, all the above are not true RPGs as they have their limitations, but they are at least acceptable alternatives. This brings me nicely back to computers. As I said earlier, all the computer games that are mentioned above are NOT real RPGs, as you have limitations imposed upon you. What you have to do is select the best of the bunch, and select a game which gives you the most options.

At the moment there are many computer RPGs on the market, and there are more to come. Some will be brand new, but quite a few will be rereleases of old games which have been improved upon and tarted up a bit. For example, Games Workshop has sold the computerised rights to most of their games and they are being programmed as we speak. *Activision* are going to convert several versions of GW's best selling *Warhammer* game onto home micros, whilst *Infocom* are reported to be interested in converting such GW products as *Bloodbowl*, *Curse Of The Mummies Tomb*, *Dungeonquest* and *Talisman*. Infocom have in fact bought the rights to FASA's *Battlecruiser*, and the game will be available soon.

On the other hand, *Electronic Arts* have obtained the rights for *Chainsaw Warrior*. As you can see, RPGs are being snapped up thick and fast by the top computer companies for conversion and you will see a new breed of computer games on the shelves soon.

At the moment, given the increased software sales of the Spectrum, a lot of the existing computerised RPGs that are not available on a Spectrum's format are being considered for conversion. This is the decision facing most of the software houses at the moment and as SSI's *Pool Of Radiance* sold 90000 units in the USA on the Commodore alone, making it the biggest-selling Commodore US computer game ever, I think Spectrum owners should soon be pleasantly surprised.

# "ABSOLUTE COMBAT"



**TIGER ROAD™** An ancient tale from ancient China ... birthplace of martial arts disciplines. As Lee Wong you must halt the savagery of ruthless Ryu Ken Oh by overcoming flying Ninja warriors, awesome dragons and acrobatic Sumo wrestlers to name but a few. You'll need all your martial arts training and skill with the spear, chains and sickle to seek out and defeat Ryn Ken Oh in a furious and bloody battle with the scourge of the Orient.

CBM 64/128 £9.99t £14.99d · Atari ST £19.99d · Spectrum 48/128K £8.99t £12.99d  
Amiga £24.99d · (Tiger Road £19.99) · Amstrad CPC £9.99t £14.99d

# IN-OP POWER™



## 1943™

**1943™** At last, your chance to take part in the Battle of Midway. This sequel to the highly acclaimed '1942' places you at the controls of an American fighter plane. Your mission is to destroy the Japanese carrier Yamato. Exhilarating action!

**STREET FIGHTER™** Travel around the globe and do battle with the best fighters that Japan, Thailand, USA, England and China can throw at you.



## STREET FIGHTER™

# CAPCOM™

Screen shots from various systems.

**GIANTS OF THE VIDEO GAMES INDUSTRY**

© 1988 CAPCOM CO. LTD. Manufactured under licence from Capcom Co. Ltd., Japan. Tiger Road™, Street Fighter™ and 1943™ and CAPCOM™ are trademarks of Capcom Co. Ltd. licensed by GO! Media Holdings Ltd., a division of U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3358

# CRASH

## ZX SPECTRUM

# SNEAK PREVIEW TAPE

Yes, it's true, Santa's come early to CRASH Towers and all us loyal elves have rushed you yet another fantastic Sneak Preview Tape as fast as possible. Selected to perfectly fit the Christmas spirit we've got the fastest tape ever. Burnt rubber, flashing rotorblades and hammering machine guns, doesn't it just conjure up the festive mood. What?! You've asked Santa for a Cabbage Patch Doll and knitting needles? - Nah, didn't think so.

### LED STORM GO!/CAPCOM

### Spaghetti junction blast-'em-up!

Staking out pole position for the ultimate Christmas driving game is this futuristic coin-op conversion. Blisteringly fast on the Spectrum, with some great monochromatic graphics, it takes place on the sky-high interstellar flyovers of the future. Kamikaze opponents and skyjack terrorists are

all over the place but you're not stopping for anything...

Your turbo-charged car is heavily armed to blast aggressive lorry drivers trying to run you off the road, bumper boats and frogs which stop you transforming into a jetbike for jumps.

*LED Storm* takes place over nine incredibly dangerous and fast stages, each with its own theme and graphic style. After the first load and level, stages are multiloaded in pairs. The ultimate objective is Sky City.

Programmed by Software Crea-



tions, previously responsible for the *Bubble Bobble* and *Bionic Commando* Smashes, hopefully this will be yet another big hit. Uniquely the game will be released simultaneously with the coin-op in early December. The coin-op could set

you back several thousand pounds, but for your Spectrum *LED Storm*'s just £8.99 on tape, £12.99 on disk. And the demo's free with your incredible Christmas CRASH.

### THUNDER BLADE US GOLD

### Lift off for top coin-op!

Set to rise above the competition this Christmas is US Gold's top arcade conversion *Thunder Blade*. A *CRASH Smash*, this non-stop shoot-'em-up pits you against tanks, helicopters, jet fighters, massive bombers and battleships. The battle takes place over four different landscapes - urban, rural caverns, jungles/waterways and a massive oil refinery. All four levels are split into three sections, two overhead vertically scrolling and one flying-into-the-screen.

The demo includes the complete first two sections of the game - one overhead and one behind the copper. Apart from a few tweaks it's just like the one we reviewed, and is VERY tough. Read the *Smash* review on page 26.

# THE CRASH

## ZX SPECTRUM

# SNEAK PREVIEW TAPE



### LOADING INSTRUCTIONS

Connect a suitable cassette recorder to your Spectrum. Rewind your Sneak Preview Tape to the beginning. Type **LOAD** on your Spectrum and press **ENTER**. Press **PLAY** on your cassette player. For more information consult your Spectrum manual.

### CONTROLS

#### THUNDER BLADE

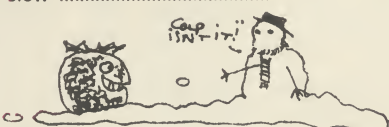
#### US Gold

Cursor, Kempston, Sinclair joysticks.

Keys:

Fast ..... B

Slow ..... V



#### LED STORM

#### GO!/Capcom

Cursor, Kempston, Sinclair joysticks.

Keys:

Definable

See CRASH Issue 59 for more details  
© 1988 CRASH Ltd.

THE CRASH SNEAK PREVIEW TAPE  
THUNDER BLADE (US GOLD) LED STORM (GO!/CAPCOM)

May all of us at CRASH Towers take this opportunity to wish every single one of you a very Merry Christmas! Happy playing!

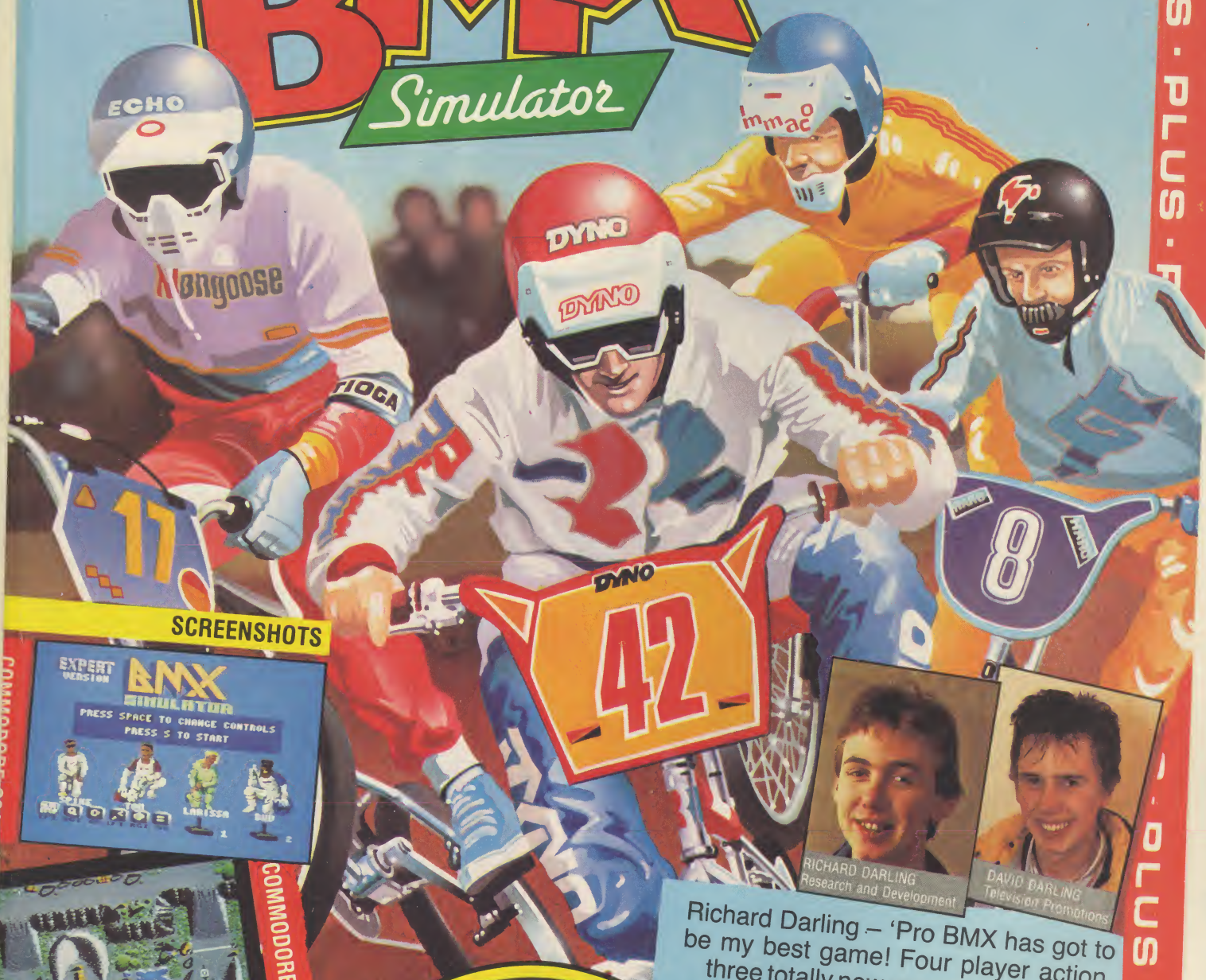
PLUS · PLUS · PLUS · PLUS · PLUS · PLUS · PLUS

Professional

# BMX

Simulator

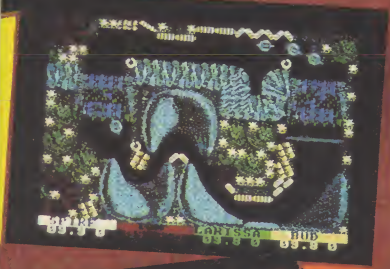
PLUS · PLUS · PLUS · PLUS · PLUS · PLUS · PLUS



## SCREENSHOTS



COMMODORE C64



AMSTRAD



RICHARD DARLING  
Research and Development

DAVID DARLING  
Television Promotions

Richard Darling – 'Pro BMX has got to be my best game! Four player action, three totally new race meets – Quarry Racing, Dirt Biking and Desert Riding – each with five exciting circuits. It's just like the real thing – the burms, bumps and ramps really work!'

'Fifteen incredible courses make Pro BMX the biggest best BMX game yet!'

David Darling – 'Richard's Pro BMX simulator is excellent – now with 4 player action, two tapes and a color BMX poster – it's amazing value at

# £4.99

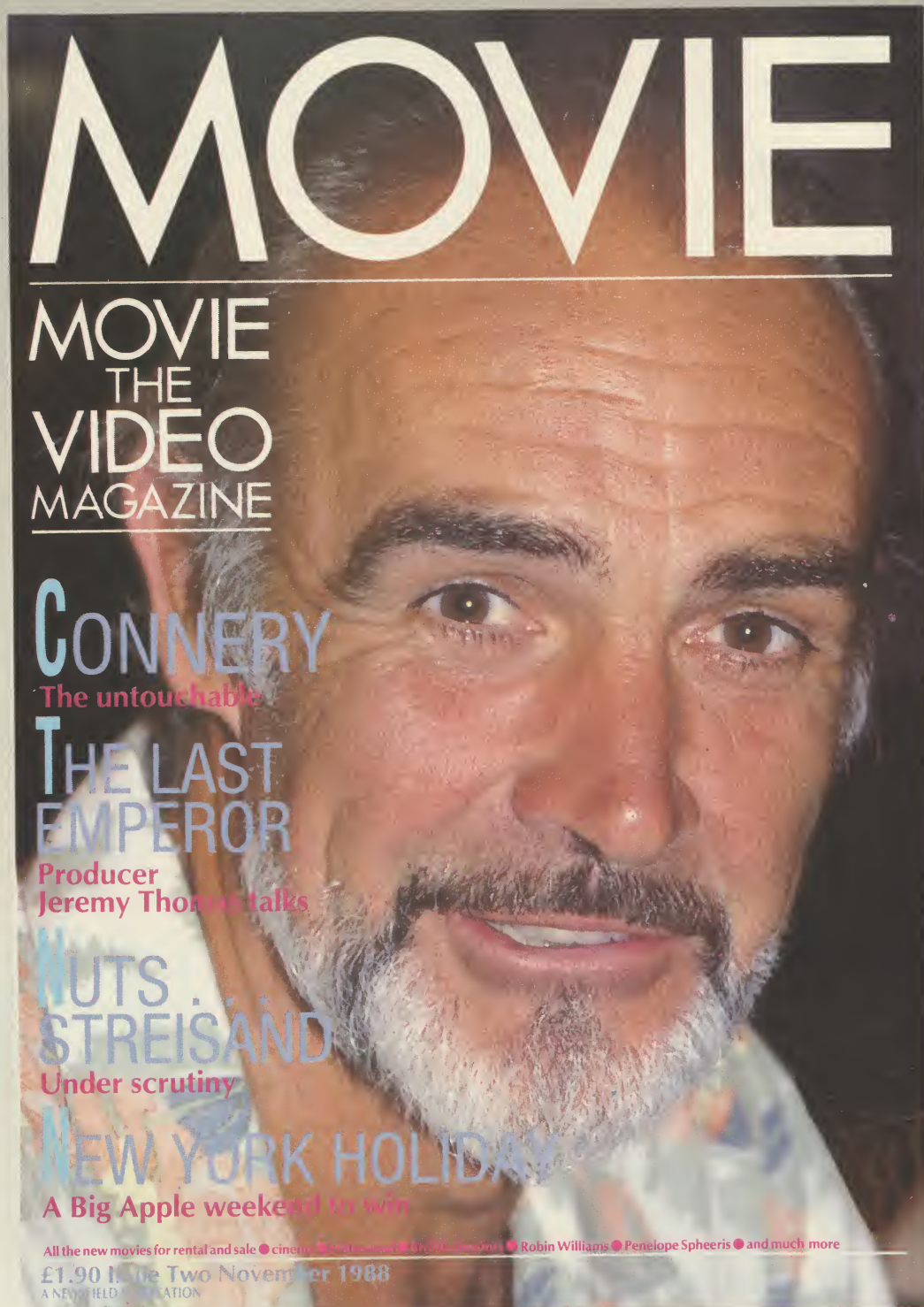
COMMODORE C64  
AMSTRAD, SPECTRUM



CODE MASTERS SOFTWARE CO LTD., PO BOX 6, LEAMINGTON SPA CV33 0SH

PLUS · PLUS · PLUS · PLUS · PLUS · PLUS · PLUS

Frankie went to Hollywood.  
Now Newsfield are too.



**MOVIE**

**MOVIE  
THE  
VIDEO  
MAGAZINE**

**CONNERY**  
The untouchable

**THE LAST  
EMPEROR**  
Producer  
Jeremy Thomas talks

**NUTS  
STREISAND**  
Under scrutiny

**NEW YORK HOLIDAY**  
A Big Apple weekend to win

All the new movies for rental and sale • cinema • television • home video • Robin Williams • Penelope Spheeris • and much more

**£1.90 Issue Two November 1988**  
A NEWSFIELD PUBLICATION

# MOVIE – The Video Magazine. It's out.

MOVIE is the new monthly for the film and video world, published by the same people as CRASH. Issue Two is out this month — 100 feature-packed pages on who's who and what's what on the screen PLUS a 16-page Francis Ford Coppola supplement, latest in a 12-part serial MOVIE — The Video Magazine. £1.90 from all good newsagents. Subscriptions available — see MOVIE for details.

# CRASH

## ZX SPECTRUM

# CLASSIFIED SECTION

### FOR SALE

**25 assorted** original Spectrum games only £30.00. State preference i.e. Arcade, Utility, Adventure or Simulation, or send SAE for catalogue of 200+ software to David Hoolachan, 30 New Barton Street, Salford, Manchester M6 7WW.

**Spectrum 128K** with Swift disc drive and interface, Multiface 128, joystick, computer tape recorder and £400 worth original software. All this for £175 ono. Phone: 0703 550796.

**Buy Me!** Speccy + 48K with £85 worth of software, £40 worth of programmable interface with tape recorder, leads. Contact Adrian after 6pm weekdays, anytime Saturday - Sunday on Mirfield 0924 496136, Huddersfield area. Price negotiable.

**Spectrum games for sale:** Old and new titles from £1.00 to £5.00 each. Games include: Driller, Dark Side, A.T.F. etc. Send SAE for list to: Stephen Collins, 11 Yellow Pine Way, Chigwell, Essex IG7 4BA.

**BBC-B issue 7**, Opus DPS + Opus, DS/DD 40/80T disc drive, Acorn recorder, books, tapes plus disks (incl. originals) worth £300. Total package worth over £900. Sell for £440 ono. Phone Chris, Insch (0464) 20432 (evenings).

**Back Issues** available: CRASH, Your Sinclair, Sinclair User, C & VG, Personal Computer World, Amix, Practical Computing, Popular Computing Weekly and many others. For more details write to: Karl, 77 Station Road, Finchley, London. N3 2SH.

### WANTED

**Wanted urgently** 1 copy of the Crash 'Tech Tape'. I'm getting desperate and will pay £5.95 for it (I only want side 1). Please phone Snape (072888) 379 after 7pm anyday & ask for Angus.



**Artist II** cheap, send or write to: The Lab, 81 Hagley Road, Stourbridge, West Midlands DY8 1QU.

**Original Spectrum User manual**, orange cover, ring bound etc. up to £5 paid. Also the Century Complete Programming Course for ZX Spectrum Book. Anyone got it? Contact, JAD, 61 Alear Road, Sheffield S2 2JL.

**Wanted Prolog**, Sinclair boxed cassette and book. Ring Derby (0332) 31014 after 6pm to discuss price.

**Many brand-new Quickshot 2 Turbo** joysticks for sale: One for £9.95, two for £18.95. Post and packing free. Please send Eurocheque to Linus Staeffler, Postweg 24, 3452 Kirchbank, West Germany.

**Spectrum 128+2**, Multiface 128, joystick, interface and over £1000 worth of latest games for sale. All items are boxed and in perfect condition. Will sell for £350. Ideal Christmas present. Phone Jason on (0762) 336239.

**Spectrum 48K games** for sale, View to a Kill, Xcel, Rifle Range, Spike, Munichball II, Chiller, Devil's Crown, Incrred. Shrinking Fireman, £1.50 each, all for £7.00. Send cheque to W. Inskip, 9 John Street, Port Talbot, S. Wales. Postage 26p per game.

**Spec 128** and 48+ B/W TV, recorder, two joysticks, two carrying cases, over £400 software. Sell for £300. Tel: 0222 568496 Steve or 33 Birchfield Crescent, Canton, Cardiff CF5 1AE.

**48K ZX Spectrum** plus RAM Turbo interface, Quickshot II joystick, Games Ace, 140 games worth over £500. A lone £250 ono. Tel: Kingston Blount (0844) 51072 after 6pm.

**Speccy +3** with disk drive, joystick, tape leads plus tape deck, all boxed with over 30 games, all original, Road Blasters, Target Renegade, Combat School, Driller etc., tape and disk, £170 Tel: (0942) 606135.

**The amazing Remote Control Plug**, special price £27.99 plus other electrical equipment. For your free catalogue phone Mercury Electronics 01 940 2644, 260 Kew Road, Richmond, Surrey.

**Spectrum 128K**, data recorder, £150's worth of good games inc. Starglider, Elite, Exolon, joystick and interface. The lot plus a few mags £200 ono. Armory, 1 Bury Ave, Ruislip, Middx. HA4 7RT.

**Address Book** program for Spectrum Microdrive owners, excellent value for money at £2.99 from Will Soft, 6 Tower Road North, Heswall, Wirral, Merseyside L60 6RT.

**Commodore 128K**, MPS801 printer, disc drive, datasette, joysticks, Superbase, Koala Painter, books, tapes, discs, £375 the lot. Contact Dave 021 552 7560.

**3 great games** on one cassette, games are Hangman, Noughts and Crosses, and Battleships. All for the price of £1.50. Send cheques or PO's to Robert Sorfleet, 14 Coniston Ave, Darton, Barnsley, S. Yorks S75 5BB.

**48K Spectrum** for sale with Saga Emperor keyboard, sound booster, 2 joystick interfaces, joystick, data recorder, over 60 games, over 60 magazines. Will sell for £100 ono. Phone 0955 5542.

**Spectrum +2**, Plus D 3 "disk drive, eight disks with disk software, Multiface 128, DK'Tronics joystick, interface and £200 of software, £250 the lot. Will separate, 35 Bearwood Hill Road, Winshill, Burton on Trent.

**Spectrum 48K+** with new powerpack plus 8 new games all for just £90 ono. Phone: 0454 419948, ask for Nick or write to: 14 Celandine Close, Thornbury, Bristol BS12 1UB.

**Sega Master System**, £250 worth of games including Rocky, Afterburner, Quartet, Zillion, one year old, vgc. Worth £350, will accept £210 ono. Phone Nik (0296) 86615. All instructions and still boxed.

**Spectrum 48K**, 60+ games, 10" B/W T.V., light pen, tape recorder, manuals, ZX Printer, all in good condition. For this bargain at £75 ring Peter on Nottingham (0602) 812081 after 6pm.

**For Sale**, Combat School, Slap Fight, Top Gun, Convoy Raider, Fourth Protocol, F15 Strike Eagle, very cheap. If interested write to Adrian McDowell, 71 Wakehurst Park, Ballymena, Co Antrim, Northern Ireland BT42 3AY.

**Spectrum 48K** for sale with DK'Tronics keyboard, AGF programmable joystick interface plus Quickshot II joystick. Will sell for £60 ono. Phone Nick on 0296 612438 after 5pm.

**Bargain Pokes**, loads of pokes and tips only for 50p. Send SAE and a cheque made payable to R. Grant and J. White to 24 Lancot Ave, Dunstable, Beds. LU6 2AW.

**Original software** for sale, titles include Fury, Predator, Flintstones, Street Fighter etc. Also Crash mags One onwards £30.00. Phone Julie B'grove 71612 evenings or write for list to 31 Chadcot Way, Catshill, B'grove, Worcs. B61 0JU.

**ZX Spectrum+** for sale. Over 40 original games most supplied with pokes etc. Interested? Please contact Stephen Ormston, 96 Stourvale Road, Southbourne, Bournemouth, Dorset BH6 5SB. Please enclose SAE. Rubber Spectrum for sale also!

**Spectrum 48K**, DK'Tronics keyboard, Wafadrive, 2x128K Wafas, Multiface, Kempston mouse plus Art Studio, arcade style joystick, tape recorder, B/W television, £500+ software, over 100 mags, worth £1000+, sell £350. Call Simon on (0635) 254204.

**Spectrum 128 +2** still boxed, 2 joysticks, 1 Kempston interface, £750 of software, accept £350 ono. Phone 01 561 2246.

**Spectrum 48K**, interface, two Quickshot joystick, carrying case, games £75. Also other games for sale, popular titles eg. Target Renegade, SAE for details. Stephen Brewer, 72 Noel Rise, Burgess Hill, West Sussex RH15 8BT, (04446) 42836.

**Crash Back Issues** 18 and 20 to 37, plus original of Elite with Lenslock and all instructions worth £15. Crash Smash Issue 22 £22 ono inc P&P. Ring John (0937) 61816 Now!

**Spectrum Plus**, Kempston joystick, over £250 software (Zynaps, Enduro Racer, Sentinel, Paperboy, Boggit, Combat School, Leaderboard, Aliens, Trivial Pursuit etc.) - £90. Also Genius Mouse, Artist II, £39 ono, £120 ono the

[illegible]

# CRASH

**ZX SPECTRUM**

## HYPERMARKET

### CRASH COMPUTER COVERS

**PROUD** . . . of your untouched, virgin-new keyboard? Don't let it bite the dust, protect it from coffee, biscuit nibbles, screen fall-out or just simple plain home-variety dust.

**ASHAMED** . . . of your grotty, coffee-stained, dust-cloaked keyboard? Cover the mess up and protect your Habitat environment with a CRASH keyboard cover.

#### RUBBER-KEYED SPECTRUM COVER

**OFFER 3.00** C001H

**SPECTRUM+ COVER**

**OFFER 3.25** C002H

**SPECTRUM 128 COVER**

**OFFER 3.75** C003H

**SPECTRUM+2 COVER**

**OFFER 4.00** C004H



#### EUROMAX PROFESSIONAL AUTO-FIRE

All the quality of the PROFESSIONAL, with the added bonus of the AUTO FIRE option (may not work on some computer systems).

#### EUROMAX PROFESSIONAL AUTOFIRE

**OFFER 18.95, C097H**

#### DYNAMICS COMPETITION PRO 5000 (normal)

Features arcade quality microswitches, dual fire buttons, robust steel shaft and rubber return for smooth control and longer life. Extra long 1.5m cord

#### DYNAMICS COMPETITION PRO 5000 (normal)

**OFFER 13.50, RRP 14.95, C098H**

#### DYNAMICS COMPETITION PRO 5000 (clear)

The designer joystick with see-through body.

#### DYNAMICS COMPETITION PRO 5000 (clear)

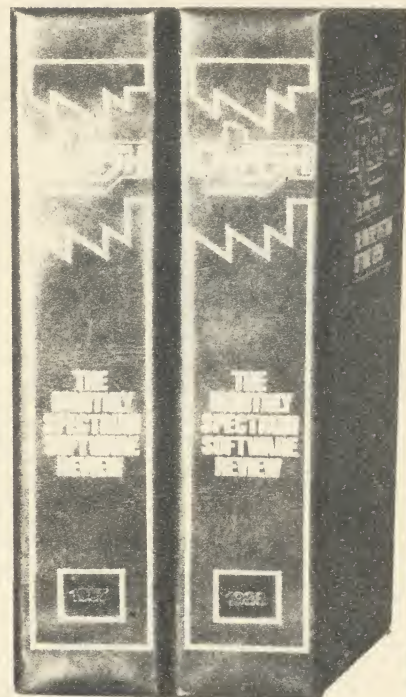
**OFFER 14.00, RRP 15.95, C099H**



### CRASH SPORTS BAG

Have CRASH bag will travel in style. This top quality silver blue sports bag will feel right whether your jet setting round the world or simply walking to the local sports centre. Comes with enormous cavity and a useful end pocket.

**CRASH SPORTS BAG**  
**OFFER 12.95, C115H**



### CRASH BINDER

Show some respect for all the brilliant effort the CRASH production team has put into your favourite mag by conserving the twelve masterpieces for posterity. The bound collection will be worth a fortune when it goes under the hammer at Sotheby's in the year . . .

**CRASH BINDER**  
**OFFER 4.50, C009H**

#### KONIX NAVIGATOR

Brand new ergonomically designed hand-held joystick with Fire button positioned directly beneath the trigger finger for super-fast reactions. Unbreakable solid steel shaft

**KONIX NAVIGATOR**

**OFFER 14.99, C235H**

#### KONIX MEGABLASTER

Precision moulded control knob with steel shaft for complete reliability. Dual fire buttons for left or right hand use. Heavy duty leaf switches provide directional control with long lasting operation. Includes suckers for table top fixing.

#### KONIX MEGABLASTER

**OFFER 6.99, C236H**

#### EUROMAX ELITE STANDARD

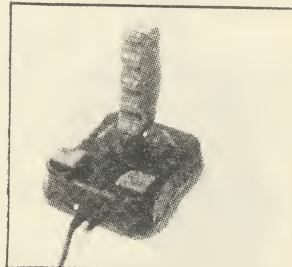
Short travel micro switch action in ergonomic and highly durable designed body.

#### EUROMAX ELITE STANDARD

**OFFER 9.95, C237H**

#### EUROMAX ELITE GRIP

**OFFER 10.95, C238H**



#### EUROMAX PROFESSIONAL STANDARD

High durability, rapid response and ultra sensitive movement accuracy from this advanced ergonomic design.

#### EUROMAX PROFESSIONAL STANDARD

**OFFER 15.95, C239H**

#### EUROMAX PROFESSIONAL AUTO-FIRE

**OFFER 18.95, C241H**

#### EUROMAX WIZCARD

**OFFER 3.95, C242H**



#### POWERPLAY CRUISER

This excellent joystick features microswitch directional control and fire action. A unique variable tension control allows the user to adjust the return force to extra sensitive, normal and firm.

**POWERPLAY CRUISER**  
OFFER 9.99, C245H



#### DIGIT

The low-cost alternative to add-on keyboards. Improves the action and feel of the standard SPECTRUM PLUS keyboard by replacing the rubber membrane with individual coil springs and plungers. Provides ultra-light key stroke.

**DIGIT**  
OFFER 7.00, C118H



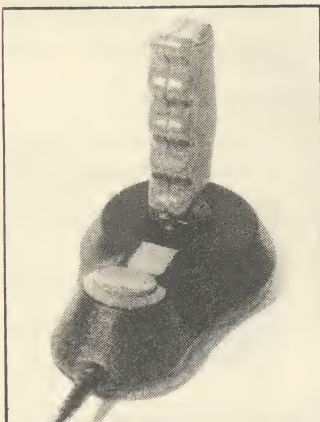
#### COMCON PROGRAMMABLE JOYSTICK INTERFACE

The only fully programmable joystick interface on the market! Links any joystick movement to any key of your Spectrum 48K, PLUS, 128 or 128 PLUS 2. Just plug function wire into key matrix and your ready to go! Also supports joysticks with two independent fire actions.

**COMCON PROGRAMMABLE JOYSTICK INTERFACE**  
OFFER 12.95, C116H

**COMCON TWIN** same as above, but with two parallel output joystick connectors.

**COMCON TWIN**  
OFFER 13.95, C117H



**EUROMAX PROFESSIONAL GRIP**  
OFFER 13.95, C240H

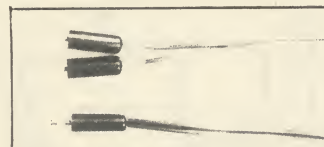
#### KONIX SPEEDKING

The joystick that actually fits your hand, with a fire button angled for your trigger finger to ensure accurate high-speed action. Solid steel breakproof shaft with neat clicking sound.

**KONIX SPEEDKING**  
OFFER 10.99, C246H

#### SPECTRUM+3 CASSETTE LEADS

Link your Spectrum+3 to your cassette recorder and gain access to your large collection of Spectrum 48K tape software.  
**SPECTRUM+3 CASSETTE LEADS**  
OFFER 3.95, C247H



#### CRASH TEA MUG

Yes, it's official. You are entitled to no less than 15 minutes of tea break with this wonderful blue and white CRASH tea mug to interrupt the exhaustive monthly read of CRASH magazine. A brand new design, it will cope with tea, coffee (any brand), hot coco, Horlicks, you name it! **WARNING:** Keep away from inferior computer mugs. Has been known to make a mess of them.  
**CRASH TEA MUG**  
OFFER 2.50, C224H

# HIGHLY RECOMMENDED SOFTWARE

#### 1943 cass.

Capcom  
OFFER 7.24, RRP 8.99, C218C

#### 1943 disk.

Capcom  
OFFER 10.44, RRP 12.99, C218D

#### AFTERBURNER cass.

Activision  
OFFER 10.44, RRP 12.99, C263C

#### ALIEN SYNDROME cass.

ACE  
OFFER 7.24, RRP 8.99, C209C

#### ALIEN SYNDROME disk.

ACE  
OFFER 11.99, RRP 14.99, C209D

#### ALTERNATIVE WORLD GAMES cass.

Gremlin Graphics  
OFFER 6.44, RRP 7.99, C103C

#### BARBARIAN cass.

Psygnosis  
OFFER 7.99, RRP 9.99, C130C

#### CRICKET MASTER cass.

E & J  
OFFER 6.40, RRP 7.95, C123C

#### CYBERNOID 2 cass.

Hewson  
OFFER 6.40, RRP 7.95, C219C

#### DALEY THOMPSON'S OLYMPIC CHALLENGE cass.

Ocean  
OFFER 7.95, RRP 9.95, C229C

#### DALEY THOMPSON'S OLYMPIC CHALLENGE disk.

Ocean  
OFFER 10.40, RRP 12.95, C229D

#### DARK SIDE cass.

Incentive  
OFFER 7.95, RRP 9.95, C113C

#### DARK SIDE disk.

Incentive  
OFFER 11.95, RRP 14.95, C113D

#### DIAMOND cass.

Destiny  
OFFER 7.24, RRP 8.99, C231C

#### EUROPEAN CHAMPIONS cass.

E & J  
OFFER 6.40, RRP 7.95, C122C

#### FERNANDEZ MUST DIE cass.

Imageworks  
OFFER 7.24, RRP 8.99, C232C

#### FERNANDEZ MUST DIE disk.

Imageworks  
OFFER 10.44, RRP 12.99, C232D

#### FOOTBALL MANAGER 2 cass.

Addictive  
OFFER 7.99, RRP 9.99, C091C

#### FOXX FIGHTS BACK cass.

Imageworks  
OFFER 7.24, RRP 8.99, C231C

#### COMPILATIONS

##### 6 PACK VOL 2 cass.

Elite  
INTO THE EAGLES NEST, BATTY, ACE, SHOCKWAY RIDER, INTERNATIONAL KARATE, LIGHT FORCE  
OFFER 7.99, RRP 9.99, C060C

##### 10 GREAT GAMES II cass/disk.

Gremlin Graphics  
THE DUCT, MASK, AUF WIEDER-SEHN MONTY, SAMURAI TRILOGY, CONVOY RAIDER, JACK THE NIPPER II IN COCONUT CAPERS, BASIL THE GREAT MOUSE DETECTIVE, DEATH WISH III, THING BOUNCES BACK, THE FINAL MATRIX

OFFER cass 7.99, RRP 9.99, C062C

OFFER disk 11.99, RRP 14.99, C062D

##### ALL-STARS cass.

The Edge  
XECUTOR, INSIDE OUTING, BOBBY BEARING, SHADOW SKIMMER, MINDSTONE, WARLOCK, PSYTRAXX, BRIAN BLOODAXE, THAT'S THE SPIRIT, STARBRIKE

OFFER 7.24, RRP 8.99, C065C

##### ARCADE FORCE FOUR cass.

US Gold  
GAUNTLET, ROAD RUNNER, METRO-CROSS, INDIANA JONES AND THE TEMPLE OF DOOM

OFFER 7.99, RRP 9.99, C063C

##### BOGIE'S PICK 1 cass.

Top Ten Software  
HERBERT'S DUMMY RUN, LITTLE AL, TARANTULA, BLACK HAWK

OFFER 2.99, C069C

##### BOGIE'S PICK 4 cass.

Top Ten Software  
DRUIDS MOON, METALDRONE, SMUDGE & THE MOONIES, DESERT BURNER  
OFFER 2.99, C070C

##### DATA EAST'S ARCADE ALLEY cass/disk.

US Gold  
KUNG FU MASTER, BREAKTHRU, EXPRESS RAIDER, LAST MISSION  
OFFER cass 5.79, RRP 6.99, C064C  
OFFER disk 10.44, RRP 12.99, C064D

##### FOUR GREAT GAMES VOL 3 cass.

Microvalue  
EQUINOX, KU-KU, COP-OUT, IAN BOTHAM'S TEST MATCH  
OFFER 3.99, C067C

##### LIVE AMMO cass.

Ocean  
ARMY MOVES, GREEN BERET, THE GREAT ESCAPE, RAMBO FIRST BLOOD PART II, TOP GUN  
OFFER 7.95, RRP 9.95, C057C

##### KONAMI ARCADE COLLECTION cass.

Imagine  
MIKIE, JAIL BREAK, GREEN BERET, YIE AR KUNG-FU II, SHAO-LIN'S ROAD, NEMESIS, HYPER SPORTS, PING PONG, JACKAL, YIE AR KUNG-FU  
OFFER 7.95, RRP 9.95, C059C

##### NOW GAMES 5 cass.

Virgin Games  
INTERNATIONAL KARATE, PROHIBITION, STREET HASSLE, KAT TRAP, HACKER II, REBEL  
OFFER 7.95, RRP 7.95, C068C

##### SPY VS SPY TRILOGY cass/disk.

Databyte  
SPY VS SPY, THE ISLAND CAPER, ARTIC ANTICS  
OFFER cass 7.95, RRP 9.95, C071C  
OFFER disk 11.95, RRP 14.95, C071D

##### TAITO COIN-OP HITS cass.

Imagine  
RASTAN, SLAP FIGHT, RENEGADE, ARKANOID, FLYING SHARK, ARKANOID REVENGE OF DOH, BUBBLE BOBBLE, LEGEND OF KAGE  
OFFER 10.40, RRP 12.95, C227C

##### TIME & MAGIC cass/disk.

Mandarin Software  
LORDS OF TIME, RED MOON, THE PRICE OF MAGIC  
OFFER cass or disk 11.95 RRP 14.95, C066C/D

##### TOP 10 COLLECTION cass.

Elite  
SABOTEUR, SABOTEUR II, SIGMA 7, CRITICAL MASS, AIRWOLF, DEEP STRIKE, COMBAT LYNX, TURBO ESPRIT, THANATOS, BOMB JACK II  
OFFER 7.99, RRP 9.99, C058C

##### WE ARE THE CHAMPIONS cass.

Ocean  
IK+, RENEGADE, RAMPAGE, BARBARIAN, SUPER SPRINT  
OFFER 7.95, RRP 9.95, C062C

**FOXX FIGHTS BACK disk.** Imageworks  
OFFER 10.44, RRP 12.99, C231D  
**GAME OVER II cass.** Dinamic  
OFFER 7.20, RRP 8.95, C230C  
**GAME OVER II disk.** Dinamic  
OFFER 11.95, RRP 14.95, C230D  
**GAMES: WINTER EDITION cass.** Epyx  
OFFER 7.24, RRP 8.99, C133C

## INVASION OF THE OLIBUGS



These critters are so mad keen to travel, they will jump into any jiffy bag with software worth more than £5.00 (Order value, not RRP price!). Yes, if you order software worth £5.00 or more, you will get a free fluffy OLIBUG. Just specify on your order form which little critter you want, and hey presto, you'll have a new little pet. Remember though, keep them well away from water and do NOT, under any circumstances, feed them after midnight... You have been warned!



**GOLD, SILVER, BRONZE cass.** Epyx  
OFFER 11.99, RRP 14.99, C208C  
**GOLD, SILVER, BRONZE disk.** Epyx  
OFFER 15.99, RRP 19.99, C208D  
**HOPPING MAD cass.** Elite  
OFFER 6.44, RRP 7.99, C101C  
**HOPPING MAD disk.** Elite  
OFFER 10.44, RRP 12.99, C101D  
**IMPOSSIBLE MISSION II cass.** Epyx  
OFFER 7.24, RRP 8.99, C105C  
**IMPOSSIBLE MISSION II disk.** Epyx  
OFFER 10.44, RRP 12.99, C105D  
**INTENSITY cass.** Firebird  
OFFER 6.40, RRP 7.95, C211C  
**LAST NINJA 2 cass.** System 3  
OFFER 10.44, RRP 12.99, C254C  
**LAST NINJA 2 disk.** System 3  
OFFER 11.99, RRP 14.99, C254D  
**LEADERBOARD PAR 3 cass.** US Gold  
OFFER 11.99, RRP 14.99, C223C

**LEADERBOARD PAR 3 disk.** US Gold  
OFFER 15.99, RRP 19.99, C223D  
**LIVE AND LET LIVE cass.** Domark/Elite  
OFFER 7.24, RRP 8.99, C258C  
**LIVE AND LET LIVE disk.** Domark/Elite  
OFFER 11.99, RRP 14.99, C258D  
**MADMIX GAME cass.** US Gold  
OFFER 6.44, RRP 7.99, C228C  
**MADMIX GAME disk.** US Gold  
OFFER 10.44, RRP 12.99, C228D  
**METAPLEX disk.** Addictive  
OFFER 7.99, RRP 9.99, C213D  
**MINI-PUTT cass.** Electronic Arts  
OFFER 7.20, RRP 8.95, C259C  
**MINI-PUTT disk.** Electronic Arts  
OFFER 11.95, RRP 14.95, C259D  
**OPERATION WOLF cass.** Ocean  
OFFER 6.40, RRP 7.95, C256C  
**OPERATION WOLF disk.** Ocean  
OFFER 11.95, RRP 14.95, C256D  
**PACMANIA disk.** Grand Slam  
OFFER 7.20, RRP 8.95, C253C  
**PINK PANTHER cass.** Gremlin Graphics  
OFFER 6.44, RRP 7.99, C220C  
**PINK PANTHER disk.** Gremlin Graphics  
OFFER 10.44, RRP 12.99, C220D  
**PROFESSIONAL BMX SIMULATOR cass.** Code Masters  
OFFER 3.99, RRP 4.99, C210C  
**R-TYPE cass.** Electric Dreams  
OFFER 7.99, RRP 9.99, C251C  
**REX cass.** Martech  
OFFER 7.24, RRP 8.99, C257C  
**REX disk.** Martech  
OFFER 11.99, RRP 14.99, C257D  
**ROBOCOP cass.** Ocean  
OFFER 6.40, RRP 7.95, C262C  
**ROBOCOP disk.** Ocean  
OFFER 11.95, RRP 14.95, C262D  
**SALAMANDER cass.** Imagine  
OFFER 6.40, RRP 7.95, C233C  
**SAMURAI WARRIOR cass.** Firebird  
OFFER 6.40, RRP 7.95, C212C  
**SAMURAI WARRIOR disk.** Firebird  
OFFER 10.40, RRP 12.95, C212D  
**SAVAGE cass.** Firebird  
OFFER 7.24, C250C  
**SOLDIER OF FORTUNE cass.** Firebird  
OFFER 6.40, RRP 7.95, C206C  
**STALINGRAD cass.** CCS  
OFFER 7.95, RRP 9.95, C121C  
**SUPERSPORTS cass.** Gremlin Graphics  
OFFER 6.44, RRP 7.99, C260C  
**SUPERSPORTS disk.** Gremlin Graphics  
OFFER 10.44, RRP 12.99, C260D  
**THE BOBBY YAZZ SHOW cass.** Des-tiny  
OFFER 6.40, RRP 7.95, C222C  
**THE TRAIN cass.** Accolade  
OFFER 7.20, RRP 8.95, C205C  
**THE TRAIN disk.** Accolade  
OFFER 11.95, RRP 14.95, C205D  
**THE VINDICATOR cass.** Imagine  
OFFER 6.40, RRP 7.95, C221C  
**THE VINDICATOR disk.** Imagine  
OFFER 11.99, RRP 14.99, C221D  
**THUNDER BLADE cass.** US Gold  
OFFER 7.24, RRP 8.99, C255C  
**THUNDER BLADE disk.** US Gold  
OFFER 10.44, RRP 12.99, C255D  
**TYPHOON cass.** Imagine  
OFFER 6.40, RRP 7.95, C261C  
**TYPHOON disk.** Imagine  
OFFER 11.95, RRP 14.95, C261D  
**VIRUS cass.** Firebird  
OFFER 6.40, RRP 7.95, C106C  
**VIXEN cass.** Martech  
OFFER 7.24, RRP 8.99, C075C  
**WHERE TIME STOOD STILL cass.** Ocean  
OFFER 6.40, RRP 7.95, C088C  
**WHERE TIME STOOD STILL disk.** Ocean  
OFFER 11.95, RRP 14.95, C088D  
**WIZARD WARZ cass.** GO!  
OFFER 7.24, RRP 8.99, C083C  
**WIZARD WARZ disk.** GO!  
OFFER 10.44, RRP 12.99, C083D

### ADVENTURE

**ACHETON disk.** Topologika  
OFFER 9.95, C049D  
**CLOUD 99 cass.** Marlin Games  
OFFER 2.95, C073C  
**CORRUPTION disk.** Rainbird  
OFFER 12.95, RRP 15.95, C225D  
**COUNTDOWN TO DOOM disk.** Topologika  
OFFER 9.95, C074D  
**DOUBLE AGENT cass.** Tartan Software  
OFFER 3.95, C226C  
**DR JEKYLL & MR HYDE 48K cass.** The Essential Myth  
OFFER 6.40, RRP 7.95, C110C  
**DR JEKYLL & MR HYDE 128K cass.** The Essential Myth  
OFFER 7.95, RRP 9.95, C111C

**DR JEKYLL & MR HYDE disk.** The Essential Myth  
OFFER 10.40, RRP 12.95, C111D  
**FAIRLY DIFFICULT MISSION cass.** Zodiac Software  
OFFER 3.50, C118C  
**JESTER QUEST cass.** Nebula Designs Software  
OFFER 2.99, C203C  
**KINGDOM OF HAMIL disk.** Topologika  
OFFER 9.95, C051D  
**MINDFIGHTER.** Abstract Concepts  
OFFER 11.99, RRP 14.99, C114C  
**MONSTER cass.** Haggissoft  
OFFER 3.99, C072C  
**QUEST FOR THE GOLDEN EGG CUP cass.** Mastertronic  
OFFER 1.99, C201C  
**QUEST FOR THE POORLY SNAIL cass.** Futuresoft  
OFFER 2.50, C266C  
**PLUS 3 ADVENTURES disk.** Mastertronic  
OFFER 7.99, C204D  
**PHILOSOPHER'S QUEST disk.** Topologika  
OFFER 7.95, RRP 9.95, C112D  
**RETURN TO DOOM disk.** Topologika  
OFFER 10.40, RRP 12.95, C117D  
**SKELVULLYN TWINE cass.** Eighth Day Software  
OFFER 4.50, RRP 5.50, C109C  
**THE BARD'S TALE cass.** Electronic Arts  
OFFER 7.20, RRP 8.95, C115C  
**THE BARD'S TALE disk.** Electronic Arts  
OFFER 11.95, RRP 14.95, C115D  
**THE CALLING cass.** Visual Dimensions  
OFFER 1.99, C202C  
**THE CHALLENGE OF IYTHUS (128K only) cass.** Creative Juices  
OFFER 2.50, C265C  
**THE DAMNED FOREST cass.** Cult  
OFFER 1.99, C120C  
**THE JADE STONE cass.** Marlin Games  
OFFER 2.95, C050C  
**THE REALM cass.** Cult  
OFFER 1.99, C119C  
**THUNDERBOW cass.** Sacred Scroll  
OFFER 2.00, C264C  
**TIME AND MAGICK cass or disk.** Level 9  
OFFER 11.95, RRP 14.95, C116C/D

### BUDGET

**2088 cass.** Zeppelin  
RRP 1.99, C217C  
**ADVANCED PINBALL SIMULATOR cass.** Codemasters  
RRP 1.99, C252C  
**BATTLE SHIPS cass.** Encore  
RRP 1.99, C124C  
**BATTLE VALLEY cass.** Rack It  
RRP 2.99, C132C  
**CRIME BUSTERS cass.** Players  
RRP 1.99, C215C  
**DRACONUS cass.** Zeppelin  
RRP 2.99, C235C  
**GUNFIGHTER cass.** Atlantis  
RRP 1.99, C214C  
**JOE BLADE 2 cass.** Players  
RRP 1.99, C216C  
**KEMSHU cass.** Cult  
RRP 1.99, C126C  
**METAPLEX cass.** Addictive  
RRP 2.99, C213C  
**NINJA SCOOTER SIMULATOR cass.** Silverbird  
RRP 1.99, C128C  
**ROGUE cass.** Mastertronic  
RRP 2.99, C125C  
**SKATEBOARD CONSTRUCTION SET cass.** Players  
RRP 1.99, C234C  
**SKATEBOARD KIDZ cass.** Silverbird  
RRP 1.99, C129C  
**SUPER HERO cass.** Code Masters  
RRP 1.99, C207C

## BUDGET RANGE

ORDER FOUR GAMES IN THE £1.99 RANGE AND PAY FOR THREE (£5.97 PAYMENT TOTAL) - A SAVING OF £1.99!  
ORDER FOUR GAMES IN THE £2.99 RANGE AND PAY FOR THREE (£8.97 PAYMENT TOTAL) - A SAVING OF £2.99!  
JUST FILL IN THE NAME AND PUBLISHER OF THE FOUR GAMES REQUIRED AND THE PAYMENT TOTAL OF £5.97/£8.97 (DON'T USE THE OFFER PRICE TABLE)

## THE MEGA CHOICE:

APART FROM OUR HIGHLY RECOMMENDED GAMES LIST, YOU CAN ORDER ANY GAME RELEASED BY THE MAJOR SOFTWARE HOUSES TO DATE ON CASSETTE, CARTRIDGE OR DISK.

OUR OFFER PRICES ARE VALID FOR ANY FULL-PRICED GAMES AND INCLUDE FIRST CLASS POSTAGE AND PACKING - NO OTHER EXTRA CHARGES  
LOOK UP THE PRICE OF EACH GAME IN THE OFFER TABLE, ENTER THE OFFER PRICES ON THE ORDER COUPON, THEN ADD THEM UP.  
ORDERS FOR TITLES WHICH ARE NO LONGER IN DISTRIBUTION WILL BE RETURNED.  
YOU WILL BE REGULARLY NOTIFIED OF ANY DELAYS CAUSED BY LATE RELEASES.

## SOFTWARE OFFER PRICE TABLE

4.99	3.99	1.00
5.95	4.74	1.20
7.95	6.40	1.55
7.99	6.44	1.55
8.95	7.20	1.75
8.99	7.24	1.75
9.95	7.95	2.00
9.99	7.99	2.00
11.99	9.99	2.00
12.95	10.40	2.55
12.99	10.44	2.55
14.95	11.95	3.00
14.99	11.99	3.00
19.95	15.95	4.00
19.99	15.99	4.00
23.00	18.40	4.60
24.95	19.95	5.00
28.95	23.15	5.80
29.95	23.95	6.00
34.95	27.95	7.00

## HOW TO ORDER:

WRITE REQUIRED GAME(S) ON ORDER LIST, INCLUDING MEDIA TYPE, COMPUTER AND ORDER CODE (WHERE LISTED).  
IF OFFER PRICE NOT INDICATED, CHECK IN AD OR REVIEW FOR CORRECT RECOMMENDED RETAIL PRICE (RRP).  
LOOK UP SPECIAL OFFER PRICE AND WRITE ON ORDER FORM.  
ADD UP TOTAL AND ENCLOSE CHEQUE OR POSTAL ORDER OR ALTERNATIVELY USE ACCESS/VISA FACILITY (DON'T FORGET TO INDICATE EXPIRY DATE!).  
REMEMBER:  
GAMES ORDERS REQUIRE ORDER CODE OR MEDIA TYPE AND COMPUTER, GARMENT ORDERS ORDER CODE OR GARMENT SIZE, HARDWARE ORDERS ORDER CODE.  
INCOMPLETE ORDER FORMS WILL BE RETURNED.

PLEASE RING (0584) 5620 IF IN DOUBT!

PRICES VALID FOR UK/EIRE/ EUROPE ONLY.  
FOR OVERSEAS ORDERS PLEASE ADD £2.00 PER ITEM FOR AIR MAIL DELIVERY

## DELIVERY:

NOT ALL LISTED PRODUCTS WILL HAVE BEEN RELEASED AT PRESS TIME.  
GOODS WILL BE DESPATCHED AS SOON AS POSSIBLE. CUSTOMERS WILL BE INFORMED OF ANY LONG DELAYS.

# SUBS OFFER TRIGGER HAPPY?

It sure is coming up to Xmas, folks, 'cos we're offering you one of those fantastic hand-hugging positive clicking Konix Speedking firearms if you subscribe to twelve action packed issues of **CRASH**. Pull that happy trigger finger of yours and shoot down our competition - err, I mean, all those nasty aliens, or better still, if you're getting in the Xmas mood, simply join in the fun and don't miss out on all the future Spectrum action! Take aim and subscribe!



## BACK NUMBERS

### No 3 April 1984

Sinclair talks to CRASH! Stack Light Rifle! Run It Again! Missile command games! CRASHtionnaire results!

### No 4 May 1984

The Quill analysed! The fabled ZX Microdrive appears! Run It Again! Pengo games! Graphics utilities! Living Guide: boardgames, simulations, strategy, adventure!

### No 17 June 1985

Denton Designs! Sinclair Story 3! Maps: Knight Lore, Underwurdle! Leonardo graphics! Datel sound sampler! Artist: David Thorpe!

### No 18 July 1985

Gremlin Graphics profile! Artist: Bob Wake-lin! Map: Gyron Atrium!

### No 19 August 1985

CRL profile! Oliposter! Round-up of Basic compilers! Artist: Rich Shenfield! Maps: Dynamite Dan, Shadowfire!

### No 20 September 1985

Electronic Pencil Company profile! Maps: Alien 8, Dun Darach!

### No 21 October 1985

Holografix profile! Holograms! Map: Nodes Of Yesod! Platinum Productions profile!

### No 22 November 1985

Fanzine File! Microdrive tips! Artist: Susan Rowe! Fantasy gamesbooks!

### No 23 December 1985

Melbourne House! Computer graphics! Artist: Dave Beeson!

### No 24 Xmas 1985/86

Artist: Oliver Frey! Gargoyle Games profile! Lloyd's Lookback! Hewson profile!

### No 25 February 1986

Durell profile! Microsphere! FORTH and extensions to ZX BASIC!

### No 26 March 1986

St Bride's profile! Spectrum 128! Micronet 800! Multiface 1!

### No 27 April 1986

Playing Tips supplement! Mel Croucher! Imagine profile! PBM convention!

### No 28 May 1986

Fanzines! Martech profile! Composite Video Interface! SpecDrum!

### No 29 June 1986

First PBM Mailbox! Homegrown software! Realtime profile! Maps: Cylu, Sir Fred, Saboteur, Tantalus!

### No 30 July 1986

Birth Of A Game! Laser Genius! Maps: Tantalus, Movie!

### No 31 August 1986

Software Projects! Word Processing! Maps: Pentagram, Heavy On The Magic!

### No 32 September 1986

Programmer: Dave Perry! GAC! Maps: Core, Ghosts 'n' Goblins, Bobby Bearing! Echo Synthesizer!

### No 33 October 1986

Programmers: Jon Ritman, Costa Panay! Maps: Dan Dare, Cauldron III! SpecDrumming!

### No 34 November 1986

Programmer: Don Priestley! Genesis Update! Maps: Dynamite Dan II, Equinox, Universal Hero! Music Machine!

### No 35 December 1986

Designer: Dan Malone! Computer Advertising! Maps: Glider Rider, Thrust, Lightforce! MIDI!

### No 36 Xmas 1986/87

Lloyd's Lookback! Spectrum Music! Maps: Scooby Doo, Heartland, Druid!

### No 37 February 1987

John Richardson: Jetman! CRASH Reviewers revealed! Match Day Challenge! Maps: Fairlight II, Firelord, Avenger, Dandy!

### No 38 March 1987

Fanzines! Designer: Bernie Drummond! Maps: Cobra, Impossaball, Uridium! MIDI!

### No 39 April 1987

Arcades Update! The Z88! Programmer: Steve Taylor! Maps: Nosferatu, Double Take, Future Knight, Feud!

### No 40 May 1987

Playing Tips supplement! Maps: Short Circuit, Antriad, Conquest, Into The Eagle's Nest, Sceptre Of Bagdad, Dragon's Lair II, Thrust II, Fat Worm Blows A Sparky, Tarzan, Aliens!

### No 41 June 1987

Programmer: Mike Singleton! Industry Today! Adventure Trail supplement! Maps: Saboteur II, Head Over Heels! Multitrackers! 128 Bugs!

### No 42 July 1987

16-page OINK! pull-out! Living Daylights film FX! Programmer: Pete Cooke! Maps: Auf Wiedersehn Monty, Hydrofool, Rastecan!

### No 43 August 1987

The +3 arrives! Run It Again runs the Gauntlet clones! CRL's 3D Gamemaker! Maps: Enduro Racer, Flash Gordon!

### No 44 September 1987

Programmer: David Aubrey-Jones on Mercenary! The Sega Master System! Tech Tips: that Swift Disc! Maps: Vampire, The Curse Of Sherwood!

### No 45 October 1987

Run It Again: the kick-'em-ups! The CRASH History Part One! The Budget Boooooom! Maps: Game Over, Wonder Boy!

### No 46 November 1987

16-page 3D section and glasses! Graphics and Sound Specialists! Maps: Exolon, Panzadrome, Mutants!

### No 47 December 1987

16-page Judge Death pull-out! 2000AD's Odyssey! Every Tie-In Ever Made! Run It Again: Those Racing Games! The Christmas List! Maps: Indiana Jones, Dizzy!

### No 48 Xmas 1987/88 (January 1988)

Pull-out poster! The CRASH Directory! Going To Bed With CRASH! A second helping of 3D! Maps: Yogi Bear, Mercenary, Tai-Pan!

### No 49 February 1988

Level 9 profile! Last Part of CRASH History! Flying Tonight - British Airways' flight simulators! Maps: Wizball, Thundercats, Athena!

### No 50 March 1988

16-page Tech Niche supplement focusing on hardware and utilities! Write Your Own Adventures - GAC versus PAW! Maps: Platoon, Andy Capp Handy, Garfield, Driller!

### No 51 April 1988

The Best Of British - Ultimate! Strategy Special! Run It Again - the world of 3D games! Maps: Dark Sceptre, Platoon (levels 2 & 3)! More MIDI!

### No 52 May 1988

All the Arcade action! Compilation news! Nick Roberts' Playing Tips Special! CRASH Comms - Enter the foyer of Hotel California!

### No 53 June 1988

16-page Coin-ops supplement! Microprose revealed! Cecco's log! Maps: Inside Outing, Nightmare! CP/M Emancipation!

**NORMAL BACK ISSUES £1.45 (Inclusive P&P)**  
**XMAS ISSUES £2.15 (Inclusive P&P)**  
**OVERSEAS PLEASE ADD £0.80 TO ABOVE PRICES**  
**SPECIAL QUANTITY DISCOUNT:**  
**Order FOUR Issues and pay for THREE.**

# WINNERS — AND — PRIZES

## GRASSHOPPER'S SONY Issue 57

Ahh, Grasshopper, what is this? *Double Dragon* is being converted to the Spectrum by **Melbourne House**. We gave you two pictures which looked exactly the same, but there were several slight differences which we asked you to circle and send to us on the back of a shuriken star, a soft rubber one, of course, as the real thing is much too dangerous. Even though we were threatened by several ninja chappies (Phil's Gerbil who is trained in the martial art of No Can Do soon sorted them out), a winner was finally chosen. And he is **Andrew Barber** from Cleethorpes DN35 0JN. The lucky devil can now sit in bed and watch all of his favourite TV programmes in comfort on the superb Sony Watchman.

The next 20 names out of the office wok receive a copy of *Double Dragon*. And here they are...

Joseph Moran, Luton LU2 8QT. Fintan Graham, Co. Antrim BT38 8HA. Brian Buggy, Dublin 7, Ireland. Gary Holcombe, Gwent NP44 3NX. Mr M J Sutherden, Kent DA1 3PL. Adrian Shaw, Marlow SL7 3BU. Stuart Southgate, Doncaster DN4 7QA. Andrew Weller, Nottingham NG5 9DU. Douglas Laver, Portsmouth PO3 6AX. James Pearn, Queenborough ME11 5JX. Mizan Khan, London NW3 2NY. Alex Clark, Southampton SO2 5FS. Duncan Webb, N. Humberside HU20 3UU. Lee Desborough, Leeds LS17 6LH. George Cockrill, Cheltenham GL3 0BG. Stephen Maule, Newcastle-Upon-Tyne NE3 2YH. Christopher Learmonth, Edinburgh EH15 3DS. Anthony Travis, Burnley BB11 5HN. L Grimstone, Rotherham S66 8DG. Stuart McKinnon, Glasgow G32 0TT.

## HAVE A NICE DAY Issue 57

*Mad Mix Game* is the first game to appear from the historic alliance between **US Gold** and **Pepsi-Cola**. To celebrate this earth shattering event we asked you to design the job that **Michael Jackson** could have ended up with if he hadn't decided to become a pop star. Three winners will receive an all-expenses paid day trip to **Metro Centre** in Gateshead, along with a US Gold representative and a CRASH celeb, thanks to the world famous US Gold long pocket, short arm fund. The lucky winners will also be provided with £100 spending money (and parental participation is needed, although we unfortunately can't pay them). The lucky three going to Gateshead are 14-year-old **Richard Plastow** of Herts, **Nicholas Jones** Bristol (Aged 11) and **Mark Endicott**

from Romford (13). 25 runners-up will receive a copy of *Mad Mix Game* and a Pepsi-Cola poster of either Tina Turner, Michael Jackson, or Michael J Fox. The names of the lucky 25 are...  
Simon Aquilina, Hants. Andy Whitaker, Blackpool. Lewis Richards, Hatfield. Herbrand, Germany. James Shephard, Colchester. Simon Dunn, Chorley. Stephen Barclay, Glasgow. Andrew Baker, Dawlish. Alex Fisher, West Gorton. Richard Tanswell, Suffolk. John Hogg, Kilmarnock. E Gillespie, Luton. Sander VD Berg, Hoevelaken, Holland. Greg Wood, Tyne & Wear. Antony Hyde, Brighton. Dean Taylor, Worcester. Simon Penfold, Blackwood. Gwent. Steven Branch, Norwich. Andrew Hill, Ilford. Steven Johnson, Blackburn. Kevin Phillips, Winchester. David Lascelles, South Shields. Justin Mitchell Suffolk. Adrian Shaw, Marlow. Spencer Dix, Tamworth.



## HOMOPHONIC GORILLA GUERRILLAS Issue 57

Have you any idea what a homophone is? No, neither did I until I looked it up in the LMLWD the other day. It means two words which sound the same, but have different meanings, ie pale and pail, so we gave you five questions with an (a) and (b) clue, and asked you for the homophonic answers. The competition was run for the *Ocean* game *Guerilla War*, but due to a cock-up in communications a cuddly toy gorilla was sent as a prize. So when we manage to prise the gorilla away from the Ed,

it will be sent, along with a *Guerilla War* T-Shirt and a copy of the game, to **Stephen Ovington** of Inverurie AB5 9HS.

Five second-prize winners will receive a copy of *Guerilla War* and a T-shirt, they are...  
**Andrew Clarke**, Lancashire OL16 3UB.  
**LCPL Sandra Grant**, Berlin BFP045. **David Coverley**, Redcar S11 6DG. **Neil Harper**, Falkirk FK1 3BW. **James Bryant**, Streatham SW16 2UN.



## WIN CECCO'S CANON Issue 57

Hello, is that **David Bailey** I see leaping around the office with a flashy Canon camera (huh, looks more like **David Bellamy** if you ask me — **Andrew Hewson**), no it's my old mate **Raf Cecco** practising his 'I'm a potted plant' impressions whilst taking some wild and whacky photos. Well the gang at **Hewson** were rather impressed with Mr Cecco's little toy, so they went out and purchased a ultra-cool, and very smart Canon camera to offer as a competition prize. Who is the lucky person who answered the six Raf Cecco questions correctly? Is it **Andrew Jolliffe**, Sherston SN16 0NQ? Yes — many happy hours clicking Andrew.

Also 25 runners-up will receive a copy of Mr Cecco's brilliant sequel to *Cybermold*, entitled *Cybermold II*. The names out of the hat are...  
**Ellen Stuart**, Belfast BT36 7MT. **Alistair Nelson**, Newcastle-on-Tyne NE12 9NR. **Tamas Kucsma**, London NW8 6RG. **Shona**

**Brunton**, Tyne & Wear NE38 7HD. **Jonathon Sanders**, Dorset BH21 5DR. **Richard Dawson**, Wolverton TS22 5LY. **Chris Evans**, Wolverhampton WV11 3SU. **Ciaran Richardson**, Carlisle CA1 3PU. **Guy Rowland**, Bishops Cleeve CM23 5NH. **David Crozier**, Houghton-le-Spring DH5 9QY. **James Stoddard**, Solihull B90 2HJ. **Graham Cresswell**, Rugby CV21 1ND. **Jeremy Doogan**, Portadown BT63 5EH. **Stuart Smith**, Walsall WS6 6DT. **James Rushton**, Surrey RH6 7NY. **Neil Harper**, Falkirk FK1 3BW. **Joseph Donnelly**, Co. Antrim BT36 7TL. **Keith Finnett**, Billersay CM11 1NZ. **Gary Marr**, Sheffield S5 8RP. **Patrick Kelly**, Co. Donegal, Eire. **Hugh O'Neill**, Dublin 14, Ireland. **Neil Brunton**, Tyne & Wear NE38 7HD. **Steven Lau**, Warley B65 0EH. **Duncan Watling**, Ampleforth N Yorks YO6 4DX. **Robert Briggs**, Humberside HU7 5XR.

## HAVE AN ACE DAY OUT Issue 57

It's all in a days work being a Ghostbus... sorry an alien buster, and in the CRASH Smashed *Alien Syndrome* that is exactly what **Ricky** and **Mary** have to do. What do you mean you wouldn't fancy tramping around in all that slime and acidic blood? To tell the truth neither would I. We gave you five multiple choice questions to answer, and being the well-educated lot you are, the postcards flooded in. For those of you not paying attention, we will recap the prizes the lucky swi... I mean winner will receive. They will be taken for a day trip firstly to **Softek International** to see how a big software house functions, then they'll then be whisked to a local arcade to play any coin-op machine they desire (all expenses paid). And at the end of this action-packed day they will be presented with a Compact Disc Player, a Softek game of their choice and an *Alien Syndrome* poster. The lucky winner is **Lloyd King**, Chelmsford CM1 4UG. Well done, go to it bug buster!

But that isn't an end to it, no, those generous Softek people also promised 20 runners-up would receive a Softek game of their choice and a poster. They are...

**Andrew Kelly**, Oiney MD46 5HN. **Chris Archibald**, Carlisle. **Neil Pollard**, Peterborough PE6 7DG. **John Gilmartin**, Derby DE2 0PB. **Paul Greenley**, Hull HU7 4AG. **Andrew Hayes**, Warrington WA1 4HE. **Brian O'Rourke**, Ullapool IV26 2UW. **Andrew Ollett**, Gilberdyke HU15 2XH. **John Simcoe**, Northants NN16 9RN. **Matthew Balier**, Rochdale OL12 8ST. **Ben Morris**, Cornwall TR16 5HX. **Garry Molloy**, Merseyside L44 4EJ. **Richard Baird**, Mansfield NG19 0DX. **SGT Andy Carbin**, Berlin BFP0 45. **J V Valkenburgh**, Leiden, Holland. **Douglas Bryson**, Scotland DG9 7BS. **Ian Lynch**, Essex RM6 5DR. **Alex Herbrand**, D-7600 Offenbourg, Germany. **Mr T McPherson**, Swanley BR8 8BS. **William Dunk**, Huddersfield HO8 8PP.

All winners, please allow 28 days for the delivery of your prizes. All queries regarding competitions run in CRASH should be sent to **The Sticky Solutions Department, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB**. Please don't ring the department as they have enough trouble reading through all your entries as it is.



Step right up, see the main attraction. Tynesoft welcomes you to the greatest show on earth Ringling Bros and Barnum & Bailey combine to bring you Circus Games, capturing the thrills and excitement of the Big Top.

We challenge you to attempt the High Wire - do Flips, Cartwheels and Hand Stands then ride the Unicycle. Try your hand at Trick Horse Riding - Attempt the daring feats on horse back and warm to the applause of the crowd. For the real spirit of adventure Tiger Taming dares you to face the fierce Bengal Tigers. Make them stand on their podiums, walk through an obstacle course and jump through flaming hoops. Your skill and judgement are vital when it comes to tackling the Trapeze - you may discover that you're a real high flyer. The Circus wouldn't be the Circus without clowns, and this is no exception. Laugh at their antics between events - it's what the Circus is all about.

ST / AMIGA / PC £24.95 CBM 64 CASS £9.95 DISK £14.95  
AMSTRAD CASS £9.95 DISK £14.95 SPECTRUM CASS £8.95  
DISK £14.95 BBC/ELECTRON CASS £9.95 DISK £14.95



Addison Industrial Estate,  
Blaydon, Tyne & Wear NE21 4TE.  
TEL: (091) 414 4611

# I WANNA TELL YOU A STORY



## AND WIN A REMOTE-CONTROLLED CAR AND TANKS!!

## OREMLIN GRAPHICS

aren't that come busy bees at the moment. Here they go again with a competition for two more of their grass-fingered games, *Butcher Hill* and *Techno Cop*.

*Butcher Hill* follows the fortunes of a foot soldier in Vietnam. Naturally his tour of duty along muddy rivers, narrow jungle paths and through small villages seems to have attracted the attention of the entire North Vietnamese Army. And then we go into the future, to a time when the lawless rabble (probably the CRASH lads) have taken over the streets, and are running riot. Into the fray comes *Techno Cop*, a futuristic police officer with a car not unlike a 200mph Lamborghini Countach.

Armed with half bullets and non-lethal nets he's pretty darn formidable.

So what are the wonderful prizes? First off we have a Ferrari Testarossa (radio-controlled, but almost as fast as the real one), and a pair of wire-controlled infrared-sensing tanks (which have very destructive battles against each other, as the CRASH lads found out!). What a first prize, eh? Fifty runners-up will get copies of both *Butcher Hill* and *Techno Cop*. To win one of these marvellous pieces of technology, get out a pen and write a short tale based on either *Butcher Hill*, or *Techno*

*Cop*. It's no more than 200 words, please. Put your entry into an envelope and send it to BANG! BANG! GOT YOU!

CRASH, PO BOX 10,  
LUDLOW, Shropshire  
SY8 1DS. In by January 1  
1989 please. Normal, boring  
competition rules apply  
(they're printed on the  
contents page - for normal,  
boring people).



£1.99

## Christmas List

Rebelstar II SPECTRUM • C64

~~Mountain Bike~~

Skateboard Joust SPECTRUM • C64 • AMSTRAD

Video Classics ATARI • C16 • BBC

~~Snooker Table~~

Night Gunner SPECTRUM • AMSTRAD

~~F.A.~~ Peter Pack Rat

~~Video~~ Cauldron II

International Speedway C64

Motocross Mania SPECTRUM • C64 • AMSTRAD • MSX

Billboard

G.D. Player



# What's on your list this Christmas



Telecomsoft, First Floor, 64-76 New Oxford St, London WC1A 1PS.  
Silverbird and Silverbird Logo, registration applied for.

All available on Spectrum Commodore  
and Amstrad unless otherwise stated

# CRASH'S FORUM



No time in December, no rhyme in January... finally, grandma can't come up with a saying for this month! However, that hasn't stopped you having your say, and though the great sexism debate has died down (was it really much of a debate anyway? most people seemed to be on the same side) the letters continue to fall onto my desk like autumn leaves.

Murderous micros, PC Show tedium, the good the bad and the original, golfing technique... these are the topics of this month's Forum. Now, who can help grandma and send in the best rhyming saying for February and March?

## BELOW PAR

Dear Lloyd

I'm disgusted! No sooner has all the latest furore about CRASH covers and certain ads bored everyone into submission, but your own Oli Frey deliberately and premeditatedly stirs up the hornets' nest.

No doubt you've had or will have hundreds of letters complaining about the same thing... Issue 47, the cover!

It must surely be the most provocative cover EVER! (I mean, the golfer's grip is simply either totally original, or terrible. As any golfer will tell you, the little finger of the right hand should overlap the left forefinger, or interlock with it.

The illustrated grip has no overlap, encouraging excessive use of the right arm and hence causing a severe push or slice, or both, causing the player to suffer a ridiculously high handicap.

Secondly, the angle of the arms suggests a very upright swing and stance which would

give a tendency for the club's toe to catch the ground first and twist the face open, once more producing a slice-cum-push to the right.

And lastly the wrists have been 'broken' far too early on the follow-through, causing a lack of control and accuracy, especially with the long irons and woods.

If, heaven forbid, any poor specimen was the model for this debacle, I urge them to arrange lessons with their local teaching professional immediately, before their swing and social life is damaged beyond repair, not to mention the inevitable expense in lost balls!

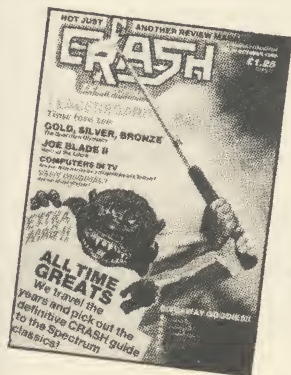
I hope I have put Mr Frey right on this crucial blunder, and expect an official apology and assurance that nothing of this sort occurs again, or you can be sure you will lose many disgusted readers, myself included.

John Hay, Sutherland

I gave up golf years ago so I'm not the best one to judge this grave oversight. However, I have passed your letter on to the Sporting Techniques Accuracy Subcommittee of the Oli Frey Intermagazine Artistic Management Group, and I am sure you will be hearing from them soon.

Please accept my humblest apologies for this inconvenience.

LM



## NOT SO GREAT

Dear Lloyd

Referring to CRASH's 'All-Time Greats' guide, how can you miss out *Manic Miner*? It was one of the classic games like *Jetpac*. The first platform game ever written deserves to be in your guide at least.

If you continue to look through the pullout, you will see *Robin Of The Wood*. It is one of the most boring games ever, running around a huge maze looking for the bishop to get his cash. This isn't an all-time great, so what is it doing in the magazine?

My top ten games ever are: *Dynamite Dan II*, *Monty On The Run*, *Pyjamarama*, *Technician Ted*, *Marsport*, *Exolon*, *Skool Daze*, *Manic Miner*, *Jetpac* and *The Sentinel*.

*Skool Daze* was better than *Back To Skool* because there

acknowledged, don't they, Lloyd?

C Stone, Portland, Dorset

Yes and no. Taste is a personal thing (which is why everyone thinks everyone else is wrong!) and even I didn't agree with all the entries in the All-Time Greats guide. It's the ones they left out rather than the ones they included that cause the problems!

I suppose it would be fairly easy to pick out 60-odd games that made history - genres, graphics techniques etc that hadn't been done before.

But trying to pick out the best games is much more subjective - after all, there have been at least 1,500 Spectrum games released since CRASH and I started!



was more variation in the ways you could blame other people.

What a great game *Pyjamarama* was - shame it was a bit too easy. *Technician Ted* was a very hard game, but what an original idea. *Marsport* was not that big, but the three stages took a long time to complete.

All the games deserve to be

What happened was that Ed Dom and the reviewers sat down together with five years' worth of CRASH, stole bits of Nick's pizza and decided what to put in. They only had 16 pages, after all, so they couldn't include everything...

LM



## the SPECTRUM remix

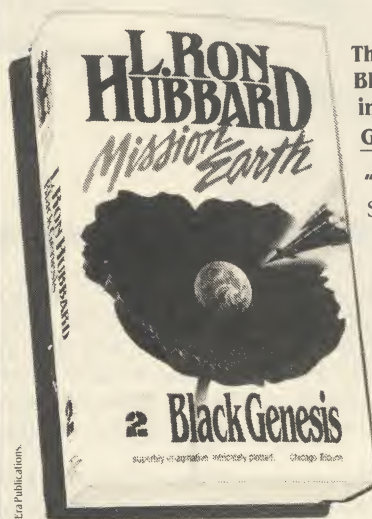
**A war between worlds,  
with you as Earth's  
defender . . . Get ready  
to experience the fastest  
meanest shoot 'em up  
scrolling onto your  
screens with graphics to  
amaze and sound to blow  
your brain!**

**Sanxion.** For your Spectrum  
on cassette (£8.99) and plus 3 diskette (£12.99). See this  
magazine next month!



**1 Saturn House Calleva Park Aldermaston  
Berkshire RG7 4QW (07356) 77261**

# RIGHT ON TARGET



The thriller with a difference.  
**BLACK GENESIS** locks you  
in its sights and won't let go.  
Get it today.

"...a relentless page turner..."  
Sunday Today

"Simple and wicked and  
funny." Detroit News

"...overflowingly readable."  
The Times

"...cuts through layer upon  
layer of intrigue...  
dazzling..."

Oxford Mail

£3.95

**new-era.**

*Mission Earth*

## MEGASAVE FANTASTIC SAVINGS

Action Service .....	D1 6.25	Fair Means or Foul .....	D2 5.50	Return of the Jedi .....	D1 6.45
Artura .....	D1 5.50	G. Lineker's Soccer .....	D1 5.50	R-Type .....	6.45
Afterburner .....	6.45	G. Lineker's Hotshot .....	D1 5.50	Super Hang-on .....	6.75
Airbourne Ranger .....	6.99	G. Lineker's Sup Skills .....	D1 5.50	Star Wars .....	D1 6.45
Adv. Tactical Fighter .....	D2 5.95	Game Set & Match II .....	D5 10.50	Streets of Rage .....	D2 6.50
Alter. World Games .....	5.95	Garfield .....	D1 6.00	Soldier of Fortune .....	D2 5.25
Apache Gunship .....	D4 6.95	Guerilla War .....	D2 5.25	Soldier of Light .....	5.95
Arkanoid II .....	D1 5.25	G.I. Hero .....	5.25	Stalingrad .....	6.95
Alien Syndrome .....	5.95	Gold/Silver/Bronze .....	D5 10.95	Skate Crazy .....	D1 5.50
Action Force II .....	D1 5.50	Game Over II .....	D3 6.95	Summer Olympiad .....	5.45
Buggy Boy .....	D1 5.50	Hotshot .....	D1 5.95	Salamander .....	5.25
Boot Camp 19 .....	6.45	Heroes of Lance .....	D4 6.75	Samurai Warrior .....	5.15
Bubble Bobble .....	5.25	History in the Making .....	7.50	Super Sports .....	D1 5.50
Bards Tale .....	6.95	Hellfire Attack .....	D4 6.95	Supreme Challenge .....	D5 9.95
Bionic Commandos .....	D1 6.00	Imposs. Mission II .....	D1 6.00	Savage .....	5.95
Beardsleys Int Soccer .....	5.95	Ikari Warriors .....	D2 5.95	Stealth Fighter .....	7.25
Black Tiger .....	D1 6.00	Intensity .....	5.25	Stuntman .....	D1 6.45
Barbarian II .....	D2 6.50	Ingrid's Back .....	D3 9.95	Space Racer .....	D2 5.95
Butcher Hill .....	D1 5.50	Karnov .....	6.45	S.D.I. .....	5.45
Batman II .....	D1 5.95	Konami's 10 Hits .....	D3 6.95	Storm Lord .....	D1 5.95
Bobby Yazz Show .....	D1 5.50	Karate Ace .....	D1 8.95	Space Ace .....	D3 9.95
Barbarian II .....	D1 5.50	Katakis .....	D1 6.95	The Double .....	7.55
Cyberbion 2 .....	D1 5.50	Laser Squad .....	6.25	Time Stood Still 128 .....	D1 5.45
Carrier Command .....	D4 9.95	Lancelot .....	D5 9.95	Target Renegade .....	5.45
Combat School .....	D1 5.25	Live and Let Die .....	D1 6.25	Tracksuit Manager .....	6.45
California Games .....	D1 6.25	Magnificent Seven .....	D3 6.50	The Games (Winter) .....	D1 6.65
Crazy Cars .....	D1 6.25	Matchday II .....	D2 5.45	The Games (Summer) .....	D1 6.95
Champions .....	D4 6.75	Mickey Mouse .....	D4 5.45	Timescanner .....	5.95
Collected Works .....	D4 8.95	Marauder .....	D2 5.50	Typhoon .....	D1 5.25
Corruption Disk Only .....	11.95	Mad Mix (Pepsi) .....	D2 5.50	T-Wrecks .....	D1 5.50
Captain Blood .....	D1 6.45	Motor Massacre .....	D1 5.50	Taito's Hits .....	D3 9.95
Chubby Gristle .....	5.95	N. Mansell's Grand Prix .....	D4 6.95	Total Eclipse .....	D1 6.45
Dark Side .....	D1 6.50	Night Raider .....	D1 6.75	Techno Cop .....	D1 5.50
Dragon Ninja .....	D1 5.95	Netherworld .....	D1 5.50	Tiger Road .....	D1 6.25
Double Dragon .....	6.50	Outrun .....	D1 6.50	Thunder Blade .....	D1 6.95
Dynamic Duo .....	5.50	Overlord .....	D2 6.75	Triv P. New Beg .....	D3 9.95
Dark Fusion .....	D3 5.50	Operation Wolf .....	D1 5.95	Ten Mega Games .....	D1 9.95
Daley Thompson .....	D1 6.50	Overlander .....	D2 5.25	Untouchable .....	D1 5.95
Empire Strikes Back .....	D1 6.50	Ocean Compilation .....	D5 9.95	Victory Road .....	D1 5.25
Eliminator .....	D1 5.50	Platoon .....	D1 6.45	Virus .....	5.20
Exploding Fist + .....	5.25	Pac-Land .....	5.95	Vindicator .....	5.25
Echelon .....	D1 6.75	Psycho Pig UXB .....	D2 6.00	Whirligig .....	D2 5.15
Emlyn Hughes Soccer .....	D1 6.45	Power Pyramids .....	5.95	War Middle Earth .....	6.95
Espionage .....	D1 6.25	Par 3 .....	D5 9.95	Wanderer 3D .....	D2 5.95
Fist's & Throttles .....	D5 9.95	Pacmania .....	5.95	Wee Le Mans .....	D1 5.95
F. Bruno's Big Box .....	D5 9.95	Pro Soccer .....	D2 6.00	10 Great Games .....	D4 6.95
Football Manager II .....	D1 6.45	Pro Bmx .....	4.00	4 Hits (Hewson) .....	D4 6.45
Football Director .....	6.95	Rambo 3 .....	D1 5.95	720° .....	6.75
Football Dir. II 128 .....	D5 13.95	Robo-cop .....	D1 5.95	1943 .....	D1 6.25
Fernandez Must Die .....	D2 6.25	Roy of the Rovers .....	D1 5.45	4 x 4 Off Road Racing .....	6.00
Foxxy Fights Back .....	D2 6.00	Road Blasters .....	D1 6.00		
Flight Ace .....	D3 9.95				

Mail order only. Postage included Great Britain. EEC add 75p per item. Overseas add  
£1.50 per item. Fast Service.  
Send cheque/PO to MEGASAVE Dept CR, 49H Sutherland St, Victoria, London SW1V 4JX  
Please send for free list of new releases on Amstrad, C16, MSX, Atari ST, Amiga, Commodore,  
Spectrum and +3 disc. STATE WHICH LIST. Future League Ltd.  
Please note new programs will be sent the day they are released.

D = +3 Disc  
D1 @ £9.50  
D2 @ £8.75  
D3 @ £12.50  
D4 @ £10.50  
D5 @ £13.95

# HE'S MAD, HE'S BAD, HE'S SENSITIVE AND CARING

Dear Lloyd

Now what's with the BIG PRINT in the letters pages and huge screenshots of any game which is mentioned – they are hardly necessary are they? So why don't you get rid of them giving more room to print letters?

And on the subject of letters, why not print something instead of the boring arguing about sexism in games? It's so repetitive – the argument has not progressed anywhere since the outcry over the *Dun Darach* cover ages ago.

Well, here's a new view on it for you . . .

I must write to complain about the portrayal of men as big strong muscle men armed to the teeth and ready to kill anyone, for example *Vindicator*, *Barbarian* and *Savage*.

It is degrading to man to be shown like this, we are not all big hunks with no brains. I am a sensitive caring person and was offended by the naked muscles shown in *Savage*. I have burned my copy of CRASH in protest.

Please make sure these disgusting pictures are never printed again.

Not a very convincing argument is it, I certainly don't agree with it, but really it is no different to letters saying pictures of women displaying their sexuality are degrading, which just proves what a useless argument it is.

Well enough of that and onto something else . . . the PC Show. Didn't you think it was rubbish compared to last year's? There were hardly any independent traders selling cheap games which I think is the only thing which makes it worth going, and the lack of a balcony meant you were unable to get a good overall view of the stands and such.

Neil Stone, Abingdon, Kent

**WHO ARE YOU ACCUSING OF BIG PRINT, YOUNG MAN?**

LM

**GET SAVAGE**

IT'S AMAZING WHAT A REAL COMPUTER GAME CAN DO.

Spectrum cassette £8.99  
Commodore 64 cassette £9.99, disc £12.99  
Amstrad cassette £8.99, disc £14.99

# COMPUTERS – CAN'T LIVE WITH 'EM, CAN'T LIVE WITHOUT 'EM

Dear Lloyd

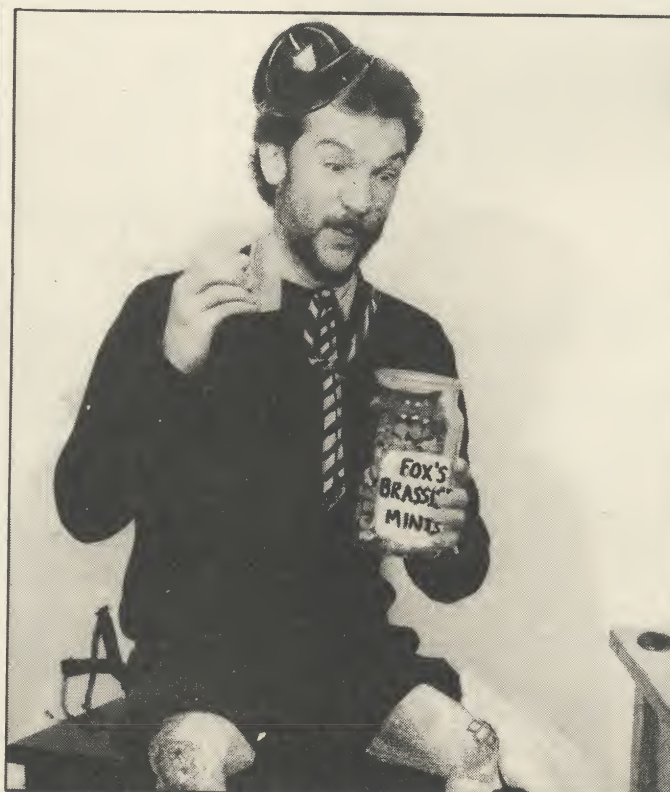
Being a slight bookworm I enjoyed Mel Croucher's Monitor. He had presented a well-written argument supported with interesting, convincing and well-researched facts. So I eagerly waited for his next contribution to the sacred pages of CRASH.

On purchasing Issue 56 I ran home and retired to my bedroom for some peace and quiet. I opened and scanned the contents page.

'YAHEY! Monitor's in this month's ish!', I thought happily. So I skipped past all the reviews, competitions and advertisements to page 82 and started reading Monitor.

Shock! Horror! Disappointment! How could Mr Croucher accuse a robot of murder? Any blame for Mr Kenji Urada's death was on himself for not using the provided safety gate. Also, Psychopathic Software proved to be an ill-chosen heading and subject.

Surely Mr Croucher must understand that a computer follows its programme without



deviations. Therefore any mistakes or accidents that occur are due to the programmer's omission of something. Ideally the program should be written to cope with all possible events which have an effect on the running of a program, as a computer can only make the correct decision if it has all the necessary information.

Also, referring to the shooting down of Korean Airlines flight 007, the passenger jet: this event occurred five years ago, not three. I would like to point out also that it was shot down by a Major Vassily Kasmin in a Sukhoi SU-21 Flagon-F jet fighter, and that the Russians' software was indeed not hopelessly slow in response and murderously stupid. If you do not believe me get Issue 3 of *Take Off* magazine.

However, due to the wit contained in the story of the angry unemployed man in his quest of revenge against a second-generation industrial robot, and in the quotation by Malcolm X, 1965, I know I will be unable to stop myself buying the next



issue of CRASH, especially since I hope to find my letter in it!

What more can I say except . . . the new reviews look great, the competition prizes are amazing and I can't wait to get the next issue of CRASH.

Sean Barry, Mitchelstown, County Cork, Eire

PS: I'd better say HI! to everyone who knows me or my life will not be worth living.

It probably isn't after ticking off Mel Croucher anyway.

I agree with you that it's really programmers and not computers which are to blame for 'computer disasters' - but sometimes, mind you, it isn't even the programmers themselves. It's the people who give them the specification of

what the software should do.

You can't expect an expert programmer to also be an expert in military strategy; he has to be told about that by the soldiers.

As for the case of Kenji Urada, if there's any blame it should surely rest with management who may not have adequately taught their employees how to deal with the robots.

That incident reminded me of the film Westworld, which you may have seen - where a Disneyland-like entertainment park is 'manned' by robots which go berserk.

And yes, Mel was definitely wrong about the date of the Korean shutdown.

LM

## ORIGINAL SINS

Dear Lloyd

I'm writing mainly to criticise a few points raised by Andrew Chapman in his article Seen It All, Done It All in Issue 57. He

seems to be blindly in favour of originality (although he does remark that some original games aren't too hot) with a few exceptions.

Skill . . . Tactics . . . Strategy . . . Decisions . . . Excitement . . . Tension . . . Action

## FOOTBALL & CRICKET

QUALITY STRATEGY GAMES from E & J SOFTWARE (Established 1984)

**EUROPEAN CHAMPIONS** ★ NEW ★ - THE INTERNATIONAL CHALLENGE OF THE EUROPEAN NATIONS CUP - Genuine Nations Cup Format with full Random Draw of 32 Seeded Teams - Fixture List, Results and Tables of ALL 8 Groups - Discipline & Medical Reports - Squad of 22 Players plus Other Players available - 17 Month Itinerary of Qualifying Group (Arrange Friendlies) and Finals - Plus many more Superb Features and Options. EUROPEAN CHAMPIONS includes E & J's MATCH PLAY SYSTEM an imaginative and exciting new style of match presentation which captures the ACTION, DRAMA & TENSION of International Football.

**WORLD CHAMPIONS** - A COMPLETE WORLD CUP SIMULATION - Select Friendlies - 25 Players - Qualifying Group - 2 In-Match Subs - Discipline Table - Select Tour Opponents - Extra Time - Final Rounds - Players Gain Experience - 7 Skill Levels - TEXT MATCH SIMULATION including: Bookings, Goal Times, Named & Recorded Goal Scorers, Injury Time, Corners, Free Kicks, Match Clock, Penalties - PLUS many more Features.

**PREMIER II - CAN YOU HANDLE ALL OF THIS?** - Play all Teams Home & Away - Unique Transfer Market - Team & Substitute Selection - Named & Recorded Goal Scorers - Injuries - Transfer Demands - Continuing Seasons - Squad Listing ALL Teams Financial Problems - 7 Skill Levels - Offers to Manage other Teams - Sackings - Managers's Salary - Save Game - Team Styles - Bank Loans - AND many more Features.

**EUROPEAN II** - THE MOST COMPLETE SIMULATION OF EUROPEAN CLUB FOOTBALL YOU CAN BUY - Home & Away legs - Full Penalty Shoot-Out (with SUDDEN DEATH) - 2 In-Match Subs - Away Goals count Double (if Drawn) - Full Team & Sub Selection - Extra Time - 7 Skill Levels - Enter your own PREMIER II Winning Team - TEXT MATCH SIMULATION plus Sending Off and Disallowed Goals - Results Table - PLUS MUCH MORE!

**CRICKET MASTER** - A SUPERB SIMULATION OF ONE DAY INTERNATIONAL/COUNTY CRICKET - Weather, Wicket & Outfield Conditions - Batting & Bowling Tactics - Team Selection - Fast, Medium & Spin Bowlers - 4 Types of Batsmen - Select Field Layout - 3 Skill Levels - Wides - Byes - No Ball - Run Out - Misfield - Dropped Catches - Scoreboard - Batting & Bowling Analysis - Run Rate - Single Option - 3 Game Speeds - STAR FEATURE a complete MATCH OVERVIEW showing Ball by Ball Action and Commentary and MUCH MORE!

**TEST MASTER** ★ NEW ★ A COMPREHENSIVE SIMULATION OF A 5 DAY TEST MATCH - Includes most of the Features of CRICKET MASTER and MATCH OVERVIEW plus Declarations - Nightwatchmen - Light Meter - Rain Stops Play - Varying Number of Overs per Day - Follow On - Save Game - New Ball - Bad Light Interruptions - TEST MASTER is a True representation of a Complete Test Match and offers the ULTIMATE CHALLENGE to All Cricket Enthusiasts.

CRICKET MASTER & TEST MASTER prices include a FREE pad of SCORESHEETS

Software availability	Spectrum Any 48/128K		Commodore 64/128K		Amstrad CPC	
	Tape	Disc + 3	Tape	5 1/4" Disc	Tape	3" Disc
EUROPEAN CHAMPIONS	£7.95	£11.95	n/a	n/a	n/a	n/a
WORLD CHAMPIONS	£6.95	£10.95	£7.95	£10.45	£7.95	£11.95
PREMIER II	£6.95	£10.95	£7.95	£10.45	£7.95	£11.95
EUROPEAN II	£6.95	£10.95	£7.95	£10.45	£7.85	£11.95
CRICKET MASTER	£7.95	£11.95	£8.95	£11.45	£8.95	£12.95
TEST MASTER	£8.95	£12.95	n/a	n/a	n/a	n/a

FANTASTIC VALUE: Special Discount of £2.00 for every EXTRA game purchased (e.g. buy 2 Games deduct £2.00 from TOTAL - buy 3 Games deduct £4.00 from TOTAL - 4 Games £6.00 etc).

ALL GAMES are available by MAIL ORDER for IMMEDIATE despatch by 1st class post and include Full Instructions. (OUTSIDE UK please add £1.00 for postage and send payment in Pounds Sterling only). PLEASE STATE WHICH MACHINE AND TAPE OR DISC. Cheques or Postal Orders payable to E & J Software.

Send to: E & J SOFTWARE, Room 3, 37 Westmoor Road, ENFIELD, Middlesex EN3 7LE.

One of these quoted was *Uridium*, as he said that it was the best plan-view shoot-'em-up around. By this, I take the implication that Mr Chapman is saying '*Uridium* is the best, so why bother with any others?'

*Uridium* was certainly not the first plan-view shooter, so if someone had said the same about earlier games then it might not have come along.

I read somewhere (can't remember where, exactly) that there are only seven ideas for a game. I don't think there is such a thing as total originality: even *Driller* and *Dark Side* are, essentially, collect-'em-ups in 3-D.

The look of an idea may change, giving it an original appearance, but this is purely aesthetic and should not sway anyone's judgement. *Head Over Heels* wasn't all that different from *Knight Lore*, *Alien 8* and a load of other isometric games in appearance (although the graphics were better), but it is sufficiently varied and playable to be great fun.

I think there's no point in criticising software companies for producing the same types of games over and over again. They're in the business to make money, not to make people happy, and they obviously wouldn't still churn out shooter after shooter if the public weren't interested.

Finally, I thought the PC Show was a bit flat: everyone's showing videos and what-have-you for their Christmas blockbusters, but there seem to be very few games actually finished. I think the Show should be moved to the end of November, as the Christmas rush will be well under way and the public will be able to see the stuff coming out, rather than just gawp at the arcade machine/film etc.

Ewan Dalton, Irvine, Ayrshire

Are Ewanew staff writer or do you just like sending letters?

'Originality' is a much-misused word. Of course the idea of a shoot-'em-up isn't original, but the way it's implemented can be original.

And just as you say, *Driller* and *Dark Side* don't have original plots - they just present an old game form in a very new way.

If originality was the only basis on which we judged things, we would have thrown out Shakespeare's plays long ago (no doubt pleasing to anyone studying English)! They were all based on old, familiar plots even 400 years ago, but Shakespeare managed to present - write - them in a much better way.

To go a bit further ahead in history, this obsession with originality is a pretty recent disease. Until the 19th century, old-fashioned was regarded as good while people turned their noses up at new, different things - in music, writing and so on, at least. And the same would have been true of Spectrum games if they'd had them.

Let's hope for a cure soon!

As for the PC Show, I have to say I agreed with you (and the others who wrote on this subject) . . . partly. The big releases are getting later and later every year, which means there aren't so many available at the Show.

But on balance I preferred the new Earls Court hall to the old Olympia site, and there were certainly some beautiful stands this year. Did you notice the Psion one just inside the main entrance?

LM

Whew - all that erudition makes me tired. Time for a cup of cocoa and a quick scan of the Daily Telegraph before grandma steals the TV page. I seem to have spent most of my time lately cycling between the cottage and the Towers, but as winter draws on in my remote part of the Welsh border hills that will have to stop.

Ed is trying to persuade me to buy a car, but I don't have any patience with the things. They're almost as bad as word processors.

Why is everyone so mad about state-of-the-art technology these days? All I really need is a bicycle, a Spectrum, and the old Hermes, for answering letters on.

Send yours to:

LLOYD MANGRAM'S FORUM

CRASH

PO BOX 10

LUDLOW

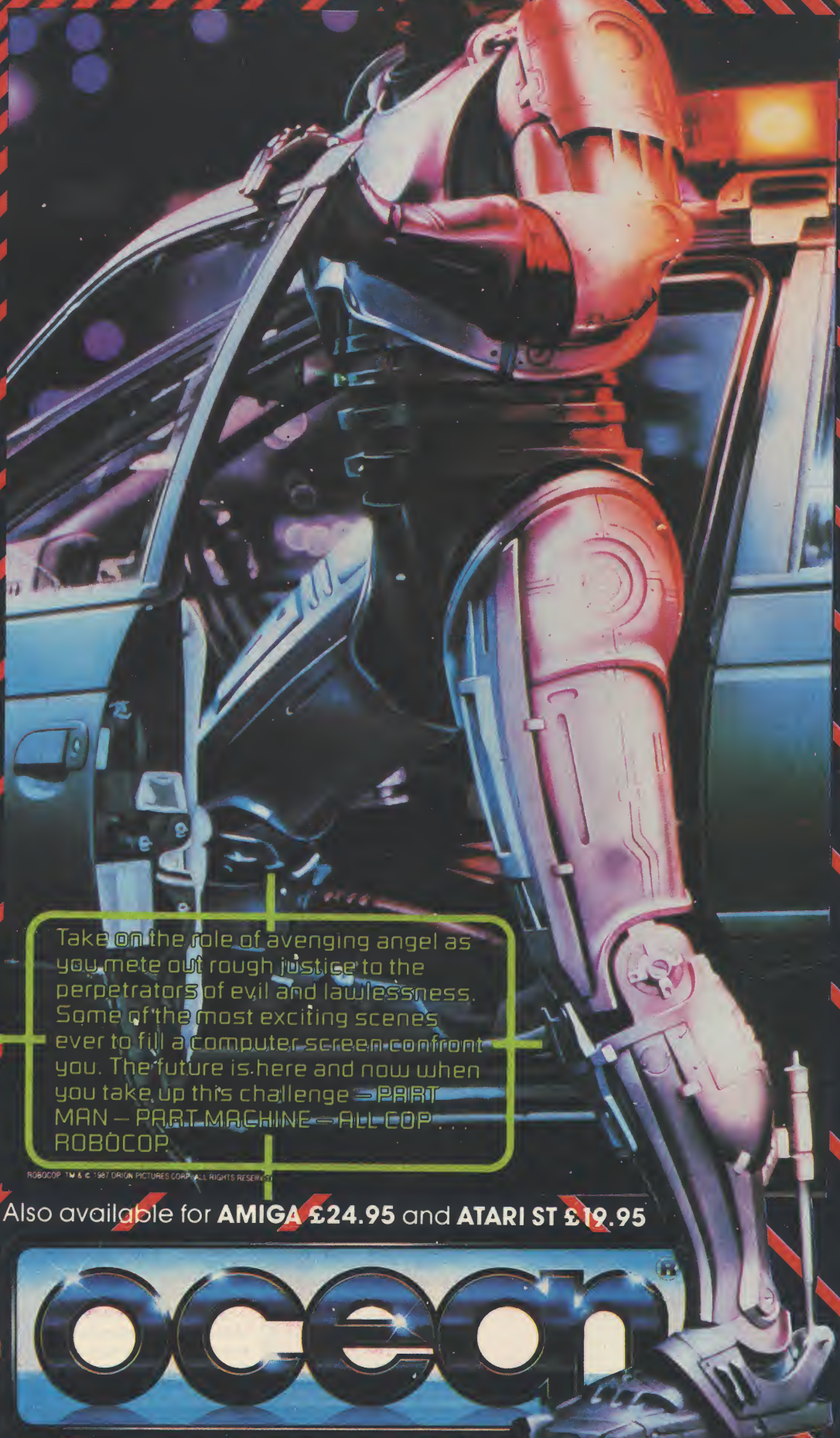
SHROPSHIRE SY8 1DB

. . . and see you next month (or maybe at the ZX Microfair).

THE MOST EXCITING  
FILM OF THE YEAR  
NOW FOR YOUR HOME MICRO.

SEE THE  
BLOCKBUSTING  
MOVIE ON VIDEO  
AVAILABLE NOVEMBER 11TH  
FROM VIRGIN VISION

ROBOCOP™



Take on the role of avenging angel as you mete out rough justice to the perpetrators of evil and lawlessness. Some of the most exciting scenes ever to fill a computer screen confront you. The future is here and now when you take up this challenge - PAINT MAN - PART MACHINE - ALL COP. ROBOCOP.

ROBOCOP™ & © 1987 ORION PICTURES CORP. ALL RIGHTS RESERVED

Also available for **AMIGA £24.95** and **ATARI ST £19.95**

SPECTRUM  
**£8.95**  
COMMODORE  
**£9.95**  
AMSTRAD

ocean

# UPPER POPPLETON

## COMPUTERS IN TV

It wasn't so very long ago, that the average member of the great television-viewing public couldn't have told a computer from the back end of a number 92 bus. But nowadays computers are not confined merely to helping put programmes together, they are also becoming the stars of the shows. Roving CRASH reporter IAN PHILLIPSON investigates . . .

**N**ow there are those in the television world who regard most of the viewing audience of Britain with a certain degree of disdain, perhaps in the same way that the tabloid press can 'occasionally' adopt a patronising air toward their readership.

The programme-makers could argue that anything that interfered with the frothy stream of continuous wall-to-wall gameshows was likely to get short shrift. Viewers, so that argument goes, would much prefer to see how Mavis Littlejohn of Upper Poppleton had been made a fool of herself for half an hour, spelled her name correctly after the second attempt and thereby defeated the show's 150 other contestants, to win a magnificent prize on *Robert's Just A Penny Short of a Full House Game*.

What is more gameshow's happen to be relatively cheap television. Perhaps this may overstate the case a little, perhaps not, but it often takes a pretty strong programme to get a finger on to that remote control and turning to a 'decent' programme.

The latest genre to feel the tug of the old micro-circuits, ROMs and RAMs, is the world of thrillers, perhaps the area of broadcasting in which British TV can be seen at its best.

### Moles in a hole

At one time the bevy of excellent actors and actresses, mood oozing lighting, and sharp direction would have been expended upon the tortuous antics of spies.

The series and shows would have been of the ilk of *Smiley's People*, *Tinker, Tailor, Soldier Spy*, *Mole*, or some other plot in which old-faced, grey-haired men talk incomprehensibly for ever about other old-faced, grey-haired men, who were on the 'other side'.

But all of this was becoming a little stale. **Anthony Cavendish**, himself a former spy, sees that the opportunities for spy-based

TV serials is limited, with the traditional scenario of moles infiltrating the system and being hunted, done to death. This kind of thing had been around for goodness knows how long in the form of old black and white movies, in which heroes stomp around war-torn Berlin looking permanently perplexed.

No, something else was needed. Something that tapped a modern theme, but still could carry with it enough mystery. Computers – they were the answer. Now every self-respecting thriller – well every thriller searching for a degree of street cred, that is – seems to have a computer element to it.

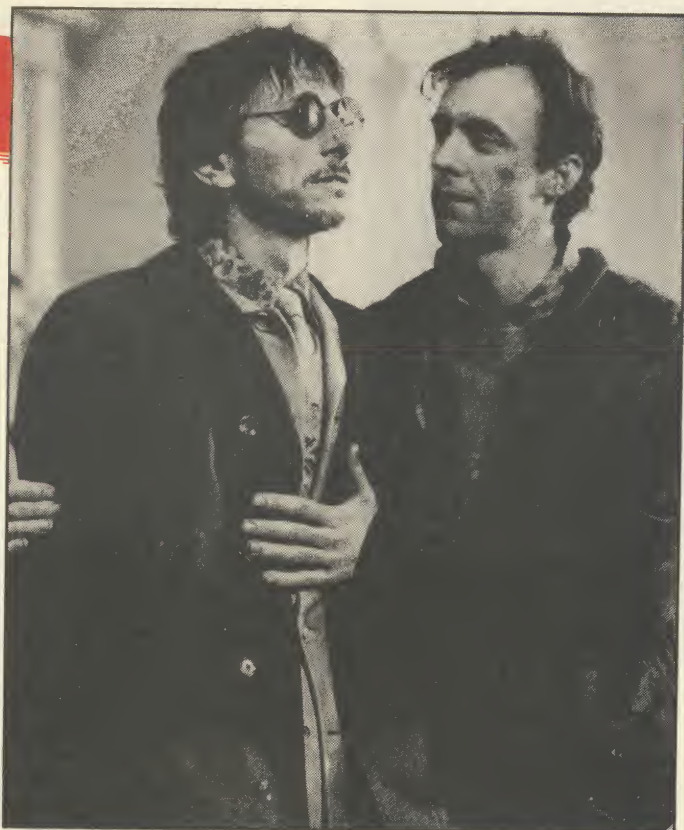
### Electric avenues

Thinking about it superficially, computers really shouldn't have much of a look-in when it comes to being out there, in front of the camera lens. Most of them wouldn't win any prizes in a beauty contest and contrary to early sci-fi B-movies they don't appear to be doing very much (rarely even flashing a light, though sometimes a printer might churn out a ream or two of paper).

They merely sit on someone's desk, churning out numbers and words, controlling often mundane functions. Even the latest computer plonked upon a desk would be pretty boring viewing to all but the most obsessed of computer junkies.

But computers have moved and are moving into the world of TV thriller and for several very good televisual reasons.

Month by month, year by year, more and more people become educated in the ways of computers. At one time they were devices to be handled only by those with university-gained computer skills. But now these plastic boxes are used in countless offices, factories and homes (the Confederation of British Industry – CBI – forecasts that by 1995 4 million people will be working from home using computers and the phone line). To be a computer illiterate in the forthcoming world will shut off many potential avenues.



▲ *The One Game's* Stephen Dillon encounters a blind man. Friend or foe?

To others who don't know the first thing about them, computers still have a clinical mysteriousness that only adds to the drama of a programme, as long as people don't feel they are having the wool pulled over their eyes, and being blinded by science. So what we have is a world in which more and more people are becoming knowledgeable about computers and able to understand the jargon and significance of actions in a technology-orientated TV plot.

The second, and probably prime reason producers pick up on the computer world relates not so much the what computers are, but what they can do.

### Corks in Zanzibar

As everyone reading this magazine knows, essentially computers are very useful in generating and transmitting information, and as we all know, Information Technology (IT) is the buzz word of the moment. Computers and computer systems create those very conditions that make for good thrillers – somebody tries to do something, somebody else tries to stop them. In the words of one anonymous writer for television – '... in television film there's only one plot. There's a guy in Zanzibar with a cork up his bottom. There's only one guy in the world who can get it out and he lives in Newark, New Jersey. We spend the next fifty minutes seeing the second guy fighting overwhelming odds to reach the first before he dies of toxic poisoning. OK?'

Perhaps the context maybe slightly different, a few twists here, a few twists there, but basically it's the plot you'll find in computer thrillers. Simple isn't it.

All you have to do is look at the stories breaking in the quality press, let alone in the rarified atmosphere of the trade and technical press and you can see opportunities for future programme makers and writers.

The contemporary world cannot function without computers, but their non-human element, their ability to do things quickly, their skill in 'not making mistakes' which are their strengths are also their weaknesses.

### Duodenal ulcers

These days the scope for the computer-based programme is vast, there are just so many applications for computers in the modern world: At the beginning of the year, such a quality paper as **The Sunday Times** was running a story headlined 'Computers hit by mystery bug' – the virus, that can be added to a computer by disaffected employees or saboteurs that, will eat at a computer's very heart and soul, eventually turning it into a metallic corpse. Data is destroyed, information corrupted, systems break down, deals are lost weapons guidance systems go down. Chaos reigns.

Remember, computers – run the financial world, shifting billions of dollars pounds, francs and Deutschmarks across continents, between one account and

another in less than the blinking of a gnat's eye and as easily as moving a feather. The share crash in America last year is said to be in part the result of 'programmed trading' – computers spot minor, but profitable, fluctuations in share prices and blitz in with numerous trades;

– can be used to manipulate and instantly recall vast quantities of information on any individual; Government departments to collect, store, collate and analyse the vast quantities of information upon all of us which come from their official forms. To many that information can be damaging when correct, but often it is far more damaging for people when that information is wrong. And anyone who has tried to correct erroneous information held about them on computer knows just how difficult that can be to do.



▲ Taking decisive action – *Menace Unseen*

– control a country's military defence system because the response time required is too fast for the human brain to take in all of the information and reach the correct conclusion, the trouble is very often neither do computers. Periodically we can read newspaper reports of how due to computer error we came almost to the brink of a new world war.

– large and small companies use them to make business decisions where millions of pounds, thousands of jobs and countless anxiety induced duodenal ulcers are at stake.

Computers are powerful and getting more powerful by the month, and those that control them can have awesome power too, and power corrupts. Greed, crime, money, ruthlessness are its consequence. No wonder they became grist to the TV mill. With all of these implications the seeds of a new thriller series are sown.

# COMPUTERS IN TV

## Porcine and bespectacled

Two programmes were created at about the same time, appear to have spawned the genre of computer thrillers. **The Consultant** based upon the book by John McNeil and starring Hywel Bennet, explored the possibilities of computer fraud, which in the early Eighties was just appearing. The premise of the programme was simple, what happens if the computer expert you send in to investigate commuter fraud is bent himself?

But it is **Bird of Prey** which made the first real impact. It appeared upon our screens on 1 April 1982, but certainly it proved to be no April fool joke, as it became an unexpected winner in the ratings list. Again it was a series that looked at fraud, this time upon a European scale. Porcine and bespectacled **Richard Griffiths** took the lead, operating as an adequate, but not brilliant computer expert. Griffiths becomes convinced of his superior's willingness to dip into the kitty. That knowledge puts not only his life, but those who know him, at risk. The dramatic quality of the show, its acting and haunting theme music against a backdrop of a wolf working its way ever closer to a victim in computer game maze unsurprisingly led to the sequel, **Bird of Prey 2**.

Thus it was really **Bird of Prey** that opened up the field, and revealed the possibilities of computers forming the structure for a mainstream TV programme. The series was a hit. It proved to the general public and probably more importantly to the TV programmers, that computers could be interesting and could form a good basis for our evening viewing.

Perhaps it didn't matter too much if not all of the audience understood all that was going on. That never stopped **Tinker Tailor, Soldier, Spy** with all of its intricacies being compulsive watching for millions. Good acting and writing, the pace of the direction and the flow of the programme could make up for all of that.

That early piece of computer action has been followed in more recent months by offerings from the independent stations of Anglia, Central and Granada Television.

## Explosive computers

Anglia's **Menace Unseen**, is at heart a story of murder and mystery. It sees **Ian Ogilvy** flick aside

his Saintly halo to take on the role of computer good guy Duncan Free, avenging the death of his business partner (killed by the explosion of his sabotaged computer) by unraveling a cat's cradle of illegal, secret deals. Judi Bowker as widow of the murdered computer boss, Robert Shriving, adds suitable romantic appeal.

Ogilvy himself is not computer-literate and thus reveals that attitude with which he went into the series, 'the secret of looking as if you know what you're doing with a keyboard is just to move your fingers over it very quickly'.

(The only toobubble with doing thus is that in real life you can make a few mistakes.)

The message, if there is one, from this three-part series is that an individual can so easily be pinned like a butterfly by the distorted and corrupt use of information held about them. With databases becoming ever more massive, and accessible by secret services and business empires alike - no-one is truly safe.

numbingly complicated.

Fairling has been using **Revol 3** - a fifth generation computer, 'fast, intuitive, unbelievable... the best' which he manages to divert.

Fairling's aim is basically simple, to introduce complex codes - the **Paradise Program** - that would break down the logic systems of the large megacomputers of the superpowers, 'he decided to try and drive a computer mad'. In this aim he is supported by left-wing terrorists and activists.

And as Home Office boss Clive Rawlinson puts it, 'The position here is that this merry little band of anarchic lunatics is now running around with the world's cleverest computer and one of the few men in the country who actually knows how to use the damned thing.'

As an anonymous Californian programmer puts it, 'To err is human, but for a real major league cock-up you need a computer.'

Max Raines, a reluctant investigator is pressured into taking the case by the Home Office - 'He's obsessive, depressive,



▲ Jean Michel Jarre lookalike - *Menace Unseen*



▲ Tense City action in *Wipe Out*

## Insane computers

**Wipeout** is Granada's contribution to the computer TV thriller, screened this summer. Scientist John Fairling is researching into artificial intelligence and the human mind at a high security prison.

A riot occurs.

The subsequent enquiry is told that a 'deliberate attempt has been made to warp the personalities' of the prisoners. What's more Fairling is missing.

Not only has he gone walkabout, but he has electronically 'ghosted' himself, having hacked into every databank in the UK and erased all of the files held upon him.

Add a linkage to underworld figure Harry Kaylan, arms dealing and big business, and things are beginning to get mind-

verging on the paranoid, in other words he's exactly what we want'. **Ian McElhinney** takes the role.

▼ What do you mean it won't run **Manic Miner**? - *Wipe Out*



Raines gets hold of the program, but decides not to hand it over to his bosses. Instead he tries to discover its secrets himself. At this point he becomes surplus to Home Office requirements.

Surviving their attempts to dispose of him, Raines gets to Fairling, who has already started injecting the Paradise Program into Britain's military communications system. At a crucial moment his efforts are jammed, giving armed troops the time they need to break into Fairling's bunker, slaughter nearly everyone there and save the world.

## Computerized hobbits

Central TV's 1988 four part series, **The One Game**, doesn't look at such big issues as the other programmes, taking things down to a more personal level.

It's billed as a new form of television drama by the station – a fantasy thriller. And what is a fantasy thriller? Let the show's producer **Deidre Keir** explain: 'To me it means brainache. To create *The One Game* we broke down barriers between straight forward thrillers and surreal fantasies'.

The plot of *The One Game* begins with a 'simple' computer fraud. Sometime between drinking his evening Ovaltine and guzzling the morning cornflakes £2 million disappears from the bank account of a games company owned by Nick Thorne. Poetic justice perhaps for Thorne (played by **Stephen Dillon**) who has ripped off a lot of games inventors to generate that now vanished wealth.

But the situation is just a little more serious, for someone is playing with the firm's computers. 'Nick', Keir continues, 'discovers that his former partner Magnus (the excellent **Patrick Malahide** - *Minder*'s frustrated Inspector Chisholm) has set him a series of games to play, which he calls *The One Game*'.

'Magnus has decided that people should get up from their games boards and computer terminals and play games in real life. The problem for Thorne is that he doesn't know who is and who isn't a player. A man in the street might be a bystander or he could be a player with a weapon under his coat'.

This is the 'ultimate reality game' and Thorne's participation in it is ensured by the kidnapping of his wife and the sabotage of his business. (For



▲ Patrick Malahide as the mean and avenging Magnus in Central's *The One Game*

those of you with a liking for history/myth, *The One Game* was based by its writer, John Brown, on the legend of King Arthur).

## Retarded computers

Though some good series, even excellent ones (*Bird of Prey*) have been created, as yet the computer thriller is still really in its infancy, and paradoxically enough that's where it might stay. A child that never grows up.

With computers now rather everyday things, almost mundane pieces of equipment, producers may look to incorporate them into a wide range of programmes, rather than using them as a central theme. The spy, government investigator or saboteur will use them to help him perform his task, but the computers will be only tools, mentioned and seen in passing. If that happened computers will be reduced from starring parts to walk on roles. But, if the advances in computers gather a pace and if the viewing public become hooked on the 'keyboard and boxes', who knows perhaps we'll be hearing pleas on *Points of View*, more computers on TV – please, PLEEESE.

But probably in the wilds of Golders Green at this very moment sit a horde of balding writers, hunched over their word processors, carving out fresh scenario after fresh scenario all set to make that theory wrong. Looking forward, the straightforward criminal element may well to a large extent be removed from forthcoming series in which computers play big roles. The world of medicine – using computers to diagnose medical problems and give out the bad news; and the financial world, especially after last year's crash

are the most likely targets.

As scripts become leaner, less wordy, the demand for action becomes greater. The visual image does so much without the actors. Perhaps this points forward to the ultimate computer thriller, when not only are computers and what they can do an integral part of the plot, computers themselves take all of the parts and no human actor or actress struts the boards.

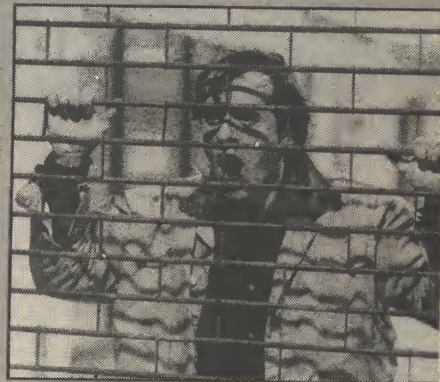
But as with many other things, cost more than public opinion and creative desire may be the limiting factors. A computer thriller, along with any other drama, could cost £200,000 or so . . . an HOUR! Compared to the £20-30,000 spent per hour on sport, that comes pretty expensive.

However, with the growth of satellite broadcasting and cable TV, there is an insatiable need for more and more programmes, to add to the four channels' present weekly output of 525 hours or so.

So, if you think that you know enough about computers or can find out enough, and think you can pen a good yard, why not bombard the BBC or ITV with a script or two. Who knows, you might not get an acceptance straight away, but if you can come up with the goods, I for one would not mind seeing a few more good computer thrillers on TV.

But heed well the words of **Michael Waring**, producer of *Bird of Prey*, 'You can't sell these programmes [computer thrillers] on technical issues alone. As with any drama, you need a human dimension to rake you through the story'.

So why not load up those WP packages or just use a notebook and pen and get scribbling. You've got to start somewhere . . .



▲ There aren't any rules. You could be playing every minute of the day and not know it

# BY FAIR MEANS OR FOUL

**PRIZE COMPETITION**  
Can you become  
The World Champion?

AMSTRAD CPC



A Fair Punch

BBC MICRO



The Ref Sees a Foul Move

COMMODORE 64



Opponents Facing Up

SPECTRUM



A Foul Move

## BECOME THE WORLD CHAMPION — BY FAIR MEANS OR FOUL

A realistic boxing simulation. You can even cheat... if the ref's not looking!

You're behind on points and time is running out. The ref looks half asleep. A quick head butt and a sly punch below the belt and your opponent is toppling over. But as he falls, his knee strikes you a paralysing blow. "Foul" shouts the crowd, and your opponent is disqualified.

You've won, but in the next championship contest you meet a boxer who knows more dirty tricks than you. It needs skill and cunning, lightning responses and deadly strategy. Have you got what it takes to become the World Champion — By Fair Means or Foul?

### FAIR AND FOUL MOVES

Fair  
Moves

Head Punch  
Body Blow  
Upper Cut  
Duck Punch

Foul  
Moves

Head Butt  
Knee  
Groin Punch  
Kick

COMMODORE 64/128 • SPECTRUM • AMSTRAD CPC 464/664/6128  
BBC MICRO B/B+/MASTER/MASTER COMPACT • ACORN ELECTRON

Cassette:	£7.95	Spectrum
Cassette:	£9.95	C64, Amstrad, BBC, Electron
5 1/4" Disc:	£11.95	C64, BBC
3 1/2" Disc:	£12.95	Spectrum
3 1/2" Disc:	£14.95	Amstrad, BBC Master Compact

**SUPERIOR  
SOFTWARE**  
Limited

**Aligata**

Dept. BF3, Regent House, Skinner Lane, Leeds LS7 1AX. Telephone: (0532) 459453.

Please make all  
cheques payable  
to "Superior  
Software Ltd."



24 HOUR TELEPHONE  
ANSWERING SERVICE FOR ORDERS

### OUR GUARANTEE

- All mail orders are despatched within 24 hours by first-class post.
- Postage and packing is free.
- Faulty cassettes and discs will be replaced immediately.  
(This does not affect your statutory rights)

# Cheetah THE STAR FIGHTER EMPIRE STRIKES BACK



- Eight highly sensitive light touch MICROSWITCHES
- Unique ergonomically designed control handle
- Built in AUTO FIRE
- Indestructible METAL SHAFT
- +2, +3 Selector Connector
- Four fire buttons
- 12 month warranty
- Automatic Centering
- High impact robust body
- Heavy duty base with strong stabilising suction cups
- Eight directional control
- On table or in hand operation
- Compatible with ZX Spectrum 16k, 48k, 128k, +2, +3, Commodore 64, Vic 20, Amstrad, Atari, etc.

ONLY £14.95

## THE NEW ROYAL EDITION



## Cheetah CHALLENGER

ONLY £4.95

- Two ultra sensitive fire buttons
- Ergonomically designed control handle
- 12 month warranty
- Automatic centering
- High impact robust body
- Heavy duty base with strong stabilising suction cups
- Eight directional control
- On table or in hand operation
- Compatible with ZX Spectrum 16k, 48k, 128k, Commodore 64, Vic 20, Amstrad, Atari, etc.

DELUXE

## A Right Royal Joystick



- AUTO FIRE
- METAL SHAFT
- 12 MONTH WARRANTY

ONLY....£10.95

## Cheetah MACH I MICROSWITCH JOYSTICK

- Mach I+ Joystick compatible with Sinclair ZX Spectrum 16K, 48K, 128K, +3
- Amstrad computers
- Commodore 64 & VIC 20 Computers
- Commodore C16 & Plus 4 Computers (adaptor sold separately)
- Atari 2600 & Atari 5200 Video Game Systems
- Atari Home Computers

All specifications and prices subject to change without notice.  
Prices include VAT, postage & packing.  
Delivery normally 14 days.  
Export orders at no extra cost.  
Dealer enquiries welcome.



Cheetah

Marketing

## THE TOP PEOPLES CHOICE



## 125+ The Explosive Joystick

- Compatible with ZX Spectrum, 16k, 48k, 128k, +2, +3, Commodore 64, Vic 20, Amstrad, Atari, etc.
- Four extremely sensitive fire buttons.
- Uniquely styled hand grip.
- Auto fire switch.
- 12 months warranty.
- +2 Selector Connector.

ONLY £8.95

COMPATIBLE with Sinclair +2, +3

Cheetah, products available from branches of Argos Dixons Harveys LASKY WHSMITH

High St. Stores and all good computer shops or direct from Cheetah.

CHEETAH MARKETING LTD  
Norbury House, Norbury Road,  
Fairwater, Cardiff CF5 3AS.  
Telephone: Cardiff (0222) 555525  
Telex: 497455 Fax: (0222) 555527

Put yourself and your driving skills against the clock and computer controlled opponents to challenge for the Victor's Cup. Off-Road, Racing is a test of speed and survival. Customise your vehicle and prepare to race over the world's toughest terrain.

# DON'T MISS THE MAD SCRAMBLE FOR

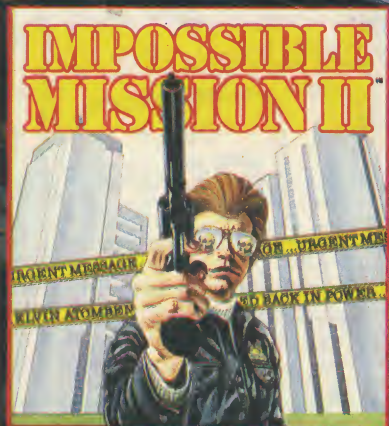
## 4X4<sup>TM</sup> OFF-ROAD RACING



+ Your chance to win a fabulous  
**Kawasaki KDX200** in our  
**'Mad Scramble' Competition**

See the bike at the **PCW Show**.

For details of the competition see the inlay card.



Also available  
Impossible Mission II the  
return of Elvin Atombender

CBM64/128 &  
AMSTRAD £9.99 tape  
£14.99 disk  
SPECTRUM £8.99 tape  
ATARI ST £19.99 disk  
IBM PC £24.99 disk



**CBM64/128 & AMSTRAD**  
£9.99 tape £14.99 disk

**SPECTRUM**  
£8.99 tape

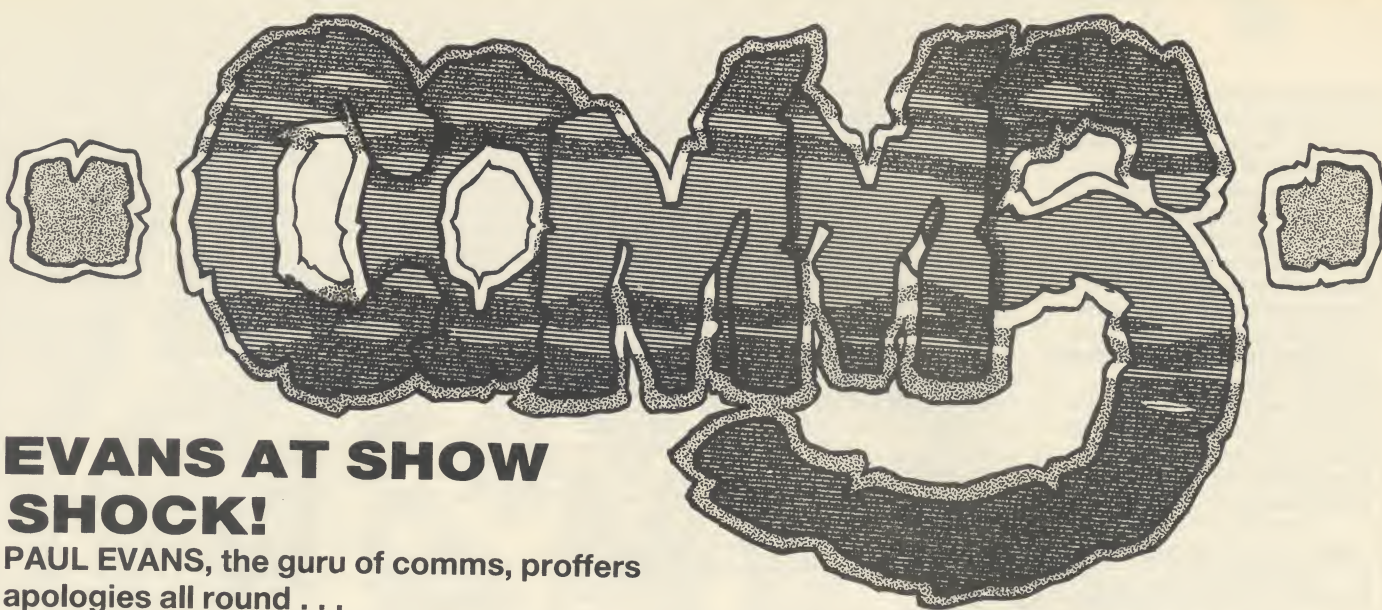
**AMIGA**  
£24.99 disk

**IBM PC**  
£19.99 disk

**EPYX**

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388.

Four of the toughest, roughest courses gives you the ultimate driving challenge: the Georgia mud flat, the Michigan Winter Wreck-Off, the Death Valley Trek or the Baja challenge. Snow, ice, mud and desert all combine to make Off-Road Racing the most hazardous road game yet. It makes the Grand Prix look like child's play.



## EVANS AT SHOW SHOCK!

PAUL EVANS, the guru of comms, proffers apologies all round . . .

**H**I, THERE. I'm sorry, but the postal strike had the last laugh and last month's article didn't make it despite various attempts! So here comes last month's article, together with this month's one as well – two for the price of one a three-quarters?!

### IT'S SHOW TIME

First off here's my account of the PC Show, written at 1:15am on the following Sunday morning. And I was certainly right about the scene at Liverpool Lime Street Station. Loads of PCers all jumping on the 07:10 to London Euston. I got chatting to a lot of them over a BR Bacon/Lettuce/Tomato sandwich (never again!) and they all were happy with both my articles and the mag as general. (I'm surprised they knew who you were – Ed.) A big HI to them! Once there I dashed for the **Telemap** stand to see what they had to offer.

The first person I met was the one and only David Rosenbaum (Ta-Daa!), he being the public relations kind of guy! I was presented with a smart press pack and told of the latest expansions of what must be the most successful English communications group. Here's what I discovered . . .

First, two items that will be of limited interest to most of you. Telemap are launching a new business service called *Interbusiness*. It's described as 'a unique online advice service for the business user'. Telemap has linked up with the **Legal Protection Group** to provide a team of specialists who will answer questions on taxation, law and employment. All you have to do is send a question and the reply will be sent within 24 hours! The service will also provide articles on current business topics and techniques to aid the up-and-coming businessman (like myself). These will cover most aspects from finance to sales.

'Existing online service are aimed at specialist markets', said Gerard Richardson, Business Development Director of Telemap Group. '*Interbusiness* is different. It is a small service, of interest to everyone in business from the small businessman without easy access, to a team of specialist advisers, to a manager in a company who needs to know the latest market developments.' The service is due to be launched in the late Autumn, more details of costs, etc when I know . . .

The next item is 16-bit (arrghh!!) but does contain some 8-bit (hurrah!) news as well. **Micronet** is setting up a gateway (an all-formats store selling lots of veg and groceries? – Ed) for telesoftware so they can offer it FREE (yippee). The biggest news, however, is that Micronet are offering for the first time, 16-bit telesoftware!! Again, for free! 8-bit software is also included in the new service, but Micronet are really excited about the 16-bit offer! (So are you, if the number of exclamation marks is anything to go by, Paul – Ed.) 'With the wide range of free downloadable software now available on our weekly online magazines dedicated to these machines, Micronet offered the most comprehensive service for the 16-bit user,' raved **Mike Brown**, Technical Director of Telemap Group.

### GOLD SHADING

Now on to something that never seems to stop growing – *Shades*! That ever-popular multi-user game is spreading like crazy! Now it's available on **Telecom Gold**. For the first time, Gold's 105,000 subscribers have a chance to join in Europe's most popular online adventure. What's more, it costs no more to use at peak hours (8am-7pm) than the standard Gold charge of 6½p a minute. When off-peak, there is a surcharge of 4½p per minute on top of the 2p per

minute Gold charge. The launch onto Telecom Gold means that the game can now be played at 300, 1200/75, 1200 and 2400 baud rates.

Also, don't forget that *Shades* is available to non-subscribers as well by phoning **0898 10 0890**, but watch the phone bill (25p off-peak, 38p peak).

**John Tomany**, Managing Director of Telemap Group, says '*Shades* is a proven success story with users already clocking up over 4000 hours per week through Micronet, Prestel and the 0898 network. By going onto Telecom Gold we are doubling the potential user base, which not only makes sound commercial sense, but can only add to the excitement of the game'.

Well, will it be long before EVERYONE is playing *Shades*? Anyway, watch out for the latest advertising campaign!

### PARLEZ VOUS FRANÇAIS?

Finally, Telemap Group is launching a second sister company in France. Already, users in Italy have been able to share the wonders of Micronet in a similar version called **Lasernet**. The new company, **Telemap SARL** is based in Paris and is launching a French version of Micronet onto **Minitel**, the French equivalent of Prestel.

Minitel is one of the biggest computer online databases, having four million terminals throughout France. Its growing popularity is due to strong government support, which we are sadly lacking in this country. Micronet claim to be building themselves up to dominate the market when the deregulation of Europe takes place in 1992.

'France presents a major opportunity for Telemap Group,'



▲ John Tomany: Micronet's man of many words

said John Tomany (talkative fellow, isn't he!). 'Despite the huge number of users, and the range of services already found on Minitel, we have developed a number of advanced products which will be new to the French. Telemap Group intends to become a major player in the French videotex market.' Powerful stuff, eh? Guess what the first Telemap product on Minitel will be? Yep, *Shades*!

If you want more information on Micronet, write to **Telemap Group Ltd, Durrant House, 8 Herbal Hill, LONDON EC1R 5EJ. ☎ 01 278 3143**

## AND NOW FOR SOMETHING ELSE

That's all (phew) from Telemap Group. Now it's indie time. Whilst browsing among the various mini-stands for user-groups I finally came across details of the database that **Peter Gabriel** (who I did finally get to see at the Amnesty concert) and **Howard Jones** have helped to set up.

It's called *GreenNet*, and describes itself as 'The global network for environment, Peace and Human Rights'. It allows you to communicate, share information, pool resources and plan events with individuals and groups anywhere in the world. It also has an international bulletin board and mailbox system so you can easily find information on anything from acid rain to the SDI system! The system claims to be cheap to use, allowing you to send telexes anywhere in the world for only pence per page. It also provides a wide range of services designed specifically to meet the needs of environment and peace groups.

*GreenNet* is a non-profit organization and part of the Association for Progressive Communications, giving access to *PeaceNet*, *EcoNet*, *GeoNet*, *InterDoc* and *Poptel*. It relies on donations to keep running, as well as subscriptions, of course. As for costs, it's free to join, but you have to make a £30 deposit against your first few bills. Subscriptions are £5 a month and connection costs 9p a minute.

UK electronic mail is free, and a 200 word message to the USA costs only 50p! So, what does the great man think?

'Information is power. Much of the information revolution grew in the womb of the military and the multinationals. It's time to take it into the hands and homes of the people and to make it very accessible to those working to improve the world. *GreenNet* deserves to succeed,' Peter Gabriel was heard to utter. (And all in one day. That *must* be a miracle.)

To get an application form, write to **GreenNet, 26 Underwood Street, LONDON N1 7JQ. ☎ 01 490 1510**. I'll find out more for a full review on the subject.

Besides the things I have mentioned, there was very little going on in the comms world at the show, unlike last year.

**ClubSpot 810** were showing off their latest databases for Prestel, as well as advertising the biggest adventure meet yet (a job for Samara there!). However, most of the comms areas were aiming at the business market, hope there's a bit more leisure next year!

## MOAN, MOAN, MOAN!

I've received a letter from one **Philip Green** from Rotterdam who supports my hatred of junk mailboxes (see Issue 56). He lists his many complaints of the Dutch viewdata systems on which he receives a lot more junk mail than us! However, some of the mail is of dubious content and this has resulted in Philip banning his son from logging and collecting messages. He said that the service planned to introduce a system preventing junk mail being received... but a year on, nothing has happened. Thanks for the mail, Philip. I certainly agree with your complaints and will ask Prestel about it for next month's issue. As for modems, I intend to have a look at the field soon but as you pointed out, the scope is very limited, especially for the 48K machines. In the meantime, I

second Philip's motion – junk mailbox the Prestel Customer Services with complaints. I really am sick of these mailboxes!

But enough moaning, I've been waffling on for ages about computing areas on Micronet and Prestel, but rarely mention the normal habits of your average teenager. Music, films, nightlife etc. So, how can Prestel help?

## ET AL II

Let's start the music. How does your average heavy metal nutter enjoy himself on Micronet. Well, there's an ideal section called Aard Rock (★aard#). It's a general music area, content structure being similar to 20th Century Hamster (a games/competition base). The main menu presents all the features you would expect to find: a top ten of singles and albums, reviews, news, videos, features and competitions. (I entered a competition for a pair of J M Jarre tickets, and didn't win.)

The section's well laid out and colourful. Problem is it suffers badly from updating (for instance, it's now mid-October and the charts were last updated during September!) However, it does contain a wide range of interesting features (such as group biographies and gig guides) and there's even a letters section. The name Aard Rock is slightly misleading as you

do is get comfy with a few cans of Cola and type away! There's a good chatline, agony aunt page, not-so serious agony aunt page, news, letters and general abuse of all that Prestel stands for morally! Meets are often held around Britain (London mostly) which involve vast amounts of ale quaffing. (And no, I'm not telling Nick Roberts where they are.) To join, you have to register after midnight. Just type ★tmm# (The Midnight Micronetter's Club) and watch the fun unfurl before your eyes!

## THE LAST OF THE DINOSAURS

Included among this month's letter is an interesting one from **Mr K McDermott** who owns a ZX Spectrum 16K (they still exist?) and wants to know if a VTX modem will run on it with no problems. In answering this question, there's good news and bad news. The good news is that you can use the VTX completely safely with a 16K and enjoy Micronet to the full. The bad news is that you will have to put up with the rather naff terminal software held in the ROM. My advice is to get a 48K and buy a copy of *VTX Editor* (available on Telesoftware) which is a far superior package including editing and mailboxing facilities offline! Contact Micronet for more details! They offer free



▲ Prism's VTX 5000: the only choice for your Spectrum (16K included)

expect a heavy metal section. Still, try it!

Ok, what's next? If you like films then you've come to the right place. There are many database on the system for film buffs of all breeds! Try ★films# or ★cinema# and you're away! Details can be sought on the latest releases and where they're showing. Some cinemas even allow you to book tickets online!

Nightlife? Loads! Many details can be digested all about nightlife – only in and around London, sadly. And then there's the only online nightclub! All you have to

modem deals with most yearly subscriptions.

Well, that's all for now! I'll see you next month, when you might get to see a picture of my bedroom-cum-office!! If you want to prevent this terrifying expose, or just let off steam about the comms world in general, then why not write to or MBX me? My MBX number is **219995412** and to send a letter, just use the CRASH address! That's **Paul Evans, Comms, CRASH, PO Box 10, LUDLOW, Shropshire SY8 1DB**. See you next month and Happy Christmas!

# SHADES

"Shades has become a way of life for it's users .... it has created it's own universe" – Paul Evans – Crash

Ordinary adventure games just won't feel the same again, when you've played Shades – THE multi user adventure game.



# BEGINNER'S GUIDE TO PBM

To complement this month's introduction to RPG, IAN LACEY has been arm-twisted into giving an overview of PBM for those not already addicted. But first, the miserable young so-and-so has a whinge about Christmas ...

**Y**ES, IT'S THAT time of year again, when all those annoying cards with horrible, sickly covers start clogging up the post. Turn results with strict deadlines are lost in the flood and we PBMs are forced back to our computer or board roleplaying games. So if you're new to the hobby, and send off for a couple of the cheapo games below, expect a delay!

## WHAT IS IT?

The basic concept of play by mail games is simply that you write down what you want your character(s) to do, usually by filling in a turn sheet, then post it to the GM (game moderator). After analysing your sheet the GM (human or computer) decides what happens. The results are then printed, and

posted back, restarting the whole process. Games based on this principal have been played almost since the beginning of the postal service. From chess through to various board games like *Diplomacy*, all manner of games have been converted to postal play. Soon, of course, people started designing their own games solely for playing by mail. Charging a small fee helped pay for the time and effort of these designers, and deterred time-wasters messing about with the games. As the years went on, more and more people thought that running a game would not only be fun, but could be financially rewarding. And so the play by mail company was born.

Nowadays if there is any sort of game you've ever fancied playing (whether postal or not)

you'll probably be able to find a similar PBM game. If you haven't found it yet then don't worry, keep reading these columns and I'm sure I'll mention a game that appeals. Alternatively you could send off for a magazine which is dedicated to PBM (most are only available via the postal service – God bless 'em – or at conventions). The best known of these is *Flagship*, which is an A4 prozine dedicated to play by mail games. It's fairly comprehensive, but often out of date by the time it arrives. It also carries a rather hefty price tag – £2 – but in the long run it's probably worth it. The latest issue is Number 18 and can be obtained from: **Flagship, PO Box 12, Aldridge, WALSALL, West Midlands WS9 0TJ.**

Alternatively you could try one of the two bigger fanzines dedicated to PBM. Firstly there's *PBM Scroll* which is now on Issue 6. It's 40, A5 pages long, a little scrappy in presentation, and overpriced at £1. Nevertheless it does give an 'alternative' view of the hobby and covers some amateur games that get little coverage elsewhere. Send your cheque to **John Woods, 91 Wandle Road, MORDEN, Surrey SM4 6AD.**

The second fanzine is slightly harder hitting and covers a wider

range of topics. I'm not sure if I should be mentioning this at all, since I edit it! Judge for yourselves. It's called *Start-Up (+ 2 Free Turns)* and Issue 1 costs £1 (overpriced? Nah!) for 60, A5 pages. It contains PBM reviews, fiction and coverage of many other areas of gaming. Cheques to **Start-Up, Orchard Cottage, Greenways, Flordon, NORWICH, Norfolk NR15 1QL.**

Magazines and columns such as this aren't the only ways to get into the hobby. There are two associations which will deal with queries. The first is mainly responsible for organising conventions, but are generally a helpful bunch. They go by the name of **The British PBM Association**, and can be found at **2 David Court, 200 Lansdowne Road, London N17.** The other group are called the **Postal Gamers Association (PGA)** and produce a newsletter/magazine which is very good (A5, 44pp, 75p). They can be contacted via the GM of *Raiders Of Gwaras*, **Mike Richards** at the address below.

## CHEAP GAMES!

I've tried to find some games for beginners which have start-up packages well under £5, and turns priced at under £1.50. Most of the games are Computer Moderated (CM) because PBM companies find them easier to run, as well as making them cheaper for us.

**Trolls Bottom:** Free start-up with two turns. Turns £1 or £1.50. CM. You take on the persona of a Moon Troll in the wild and whacky land of the title. Good for beginners. **KJC Games, PO Box 11, Cleveleys, BLACKPOOL, Lancs FY5 2UL.**

**Creephouse:** Free start-up with two turns. Turns 80p. CM. You are a Creep in a crazy haunted house. Can you escape? A very different game, smoothly run with some hilarious turn replies. **Project Basilisk, PO Box 24, Sheerness, Kent.**

**Crisis:** Start-up £2. Turns £1 (Fast – seven day turnaround), £1.25 (Slow – ten days). CM. Based upon the boardgame *RISK*, but with nuclear missiles and numerous other innovations. A great introduction to PBming and wargaming alike. **Mystery and Adventure Games, 15 Fairview Crescent, Harrow, Middlesex HA2 9UB.**

**Skullball:** £8.50 for ten games (turns) with the possibility of more if you make the finals. CM. A fun variation on soccer-management games making you head coach of a *Skullball* team. A game where the players use every part of their bodies to get the ball near their opponents' goal. **On The Brink, Brink House, 18 Salvin Close, Cropwell Bishop, Nottingham**

### NG12 3DZ.

**Jetball:** Start-up £3.50. Turns £1.50. CM. Similar in concept to *Skullball*, but your team is a group of hardened jetpacked thugs, attempting to become the champions of the galaxy at this violent, futuristic sport.

**Alchemists Guild, PO Box 114, Kidlington, Oxford. OX5 1DS.**

**Raiders Of Gwaras:** Start-up (plus one turn) £3. Turns £1.25. HM. One of the best Roleplaying PBMs to my mind. Unbelievably long turns, at a very low price. No other professional game at this quality can match *Raiders* on value for money. **MJR Games, 4 Higher Lidden Road, Penzance TR18 4NZ.**

## CHRONICLES OF A PBMER

Now to game much-mentioned in previous issues of CRASH. Our favourite novice, **Mr Anon**, returns to give us an idea of what *The Chronicles Of The Knights Of Avalon* is really like...

The start-up kit contains a newsletter, the basic rules and various starting sheets. The newsletter makes interesting reading and keeps you up-to-date with happenings in *Avalon*, and other *Jade* games. The basic rulebook (advanced rulebooks cost £1, from turn five) is nicely presented, 'designed

only to give you an idea of the game's mechanics, the game expands for the player through gameplay, and is designed for you to discover'. I don't think this is a disadvantage, in fact it adds to the game, as you are forced to explore the game system. There are about sixty different combinations of orders, but the most commonly used are those concerning army movement, settlement building and expansion.

For some reason I missed the first game turn, and found that my settlements were randomly placed in my home province with my armies fixed in them. All pro-

vinces consist of a blank 10x10 grid with each small square representing an area of 5x5 miles. This province will be one of the 504 which appear in the game. While this may seem a lot, less than half of them are habitable due to sea, mountains, and the like. You have to discover the world around you, and your location within it.

The game print-out is very good, including reports from all generals and settlements.

Your main aim is to progress from Squire to Emperor. To achieve this you must increase your game rating and how to do this is only hinted at in the rulebook. In fact *Avalon* would prove very hard to win if you tried to go it alone, and alliances are very important. Try and expand, explore and use your initiative. On the down side the turnaround, which is supposedly 10 days, has varied from 10 to 15 days, leaving me very little time to get my orders back to Jade.

*The Chronicles Of Avalon* is one of the better introductions to the world of play by mail. Overall I'd give the game a good seven out of ten.

## QUESTIONS AND ANSWERS

Thanks to **Stuart Blake** for some good questions which I've tried to comprehensively answer below...

**Q** Which is better, a computer or a human-moderated game?

**A** Both have their own advantages. Computer moderation is often very clinical and perhaps a little impersonal. It is however (usually) fast, unbiased and (on the whole) error free. Human moderation may be slower but gives you that personal touch, as well as often being more interesting and less repetitive than some computer games. Having said that there are, of course, games of both sorts which break the rules.

**Q** Can a computer-moderated game be moderated by a 48K Spectrum, or do you need a 16-bit machine?

**A** It very much depends on the game, and which pieces of the game you aim to run on the computer. If you have a game which is basically human-moderated, but also requires you to do some tedious calculations each turn, then a Spectrum would probably do fine. Almost every large, professional multi-player game is run on a 16-bit machine, though. I do know of a couple which aren't (see last month's column), but they are few and far between. If you aim to sell your game abroad then it is best to use the compiled Quickbasic language on an IBM-compatible PC.

**Q** How do you get a PO Box number?

**A** Try your local Royal Mail Sorting Office (Main area post office).

**Q** Does a rulebook have to be in the normal style of full-colour printing etc, or can it be just a lot of printed sheets?

**A** A rulebook can be in any format you like, photocopied, printed, whatever. To call full-colour printing the norm for a PBM game is perhaps a little misguided. Very few games have full colour rulebooks, or even full-colour covers (two colour covers are few and far between). Most are plain and simple black and white printed booklets. Things don't have to be colour to look good, just get a pleasing layout, some good art, and your rulebook will be well up to the standards of many professional games.

**Q** Does the game have to be totally unlike all others or will I get strapped over copyright laws (ie *Arcadia/Earthwood*)?

**A** A difficult question. It's sad to say that a truly original game is now very hard to find. Most games are clever and neat variations of existing games. As long as you make sure that there are about as many differences as there are similarities no-one will worry. If your game is going to run with less than 100 players no-one is going to take much notice of you anyway. It's when things get professional and large sums of money are involved that tempers and legal threats start to fly...

If any more of you have queries, please don't hesitate to write in.

Finally I must just say something for all those people out there who are just starting a PBM game and want a mention in this column. Please don't just send photocopied adverts or whatever. To get my attention a full rule package and extra information is needed. Please bear this in mind when writing.

Next issue I'll be talking to those people who from Project Basilisk and being very nice to them, but only if they give me lots of free games and hints on how to win... Till then, keep 'em flooding...



## THE SPORTING COMBINATION GREAT XMAS OFFER - ALL COMBINATION ORDERS REDUCED IN PRICE

### RUGBY FIFTEEN £6.95

Captain your team in League and Cup + pick your playing position + select your team from 12 club sides + individual assessment of strength, speed, tackling, kicking and natural ability for 30 named players + 12 League clubs + full assessment of opponents + team selection from two squads of players + match play with full 80 mins, tries, penalties, drop goals, missed chances, named scorers, substitutes, injuries, other match scorers + full League tables + season fixtures/results + seasons honours list + promotion + relegation + sacking + save game. Plus much more.



### FOOTBALL FEVER £6.95

Take the ultimate soccer challenge of managing a team to win the League title; FA Cup; Cup Winners; European Cup + full 90 mins of play + named goal scorers + suspensions + injuries + booking + sending offs + penalties + substitutions + cup replays + other league scorers + full League tables + relegation, promotion and season honours + rename players + transfer market + players goal tally + save game plus much more.



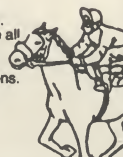
### CRICKET CHALLENGE £6.95

Captain one of the 17 county sides in a one-day 60-over cup competition. Six group/final round matches. Individual assessment of over 250 named players. Fast, slow, medium paced bowlers. Team selection and decisions on the field regarding batting, bowling and fielding tactics will determine result. Batting/bowling analysis. Scorecard. Pitch analysis. Full match play. Save game + much more.



### THE RACING GAME £6.95

An exciting game designed for the horse racing enthusiast. Manage your horses to win group, graded or open races. Form, fitness, going, distance all affect results. Full betting market. Races over 5F to 2 miles. Weekly training sessions. Pre-race reports. Stewards enquiries. Rename horses. Three levels of play. Save game. Watch them race.



DISK FOR SPECTRUM +3 - ALL FOUR GAMES ON ONE DISK  
EXCELLENT VALUE ~~£10.95~~ £16.95

TAPE FOR ANY SPECTRUM - COMBINATION OFFER - ANY  
TWO TAPES ~~£12.95~~ £10.95 ANY THREE TAPES ~~£16.95~~ £14.95  
ANY FOUR TAPES ~~£19.95~~ £16.95

ALL ORDERS SENT FIRST CLASS POST

Send cheque/P.O. to:

**TANGLEWOOD SOFTWARE**

DEPT. C.R. 157 WARWICK ROAD, LAYLEIGH  
ESSEX SS6 8SG

Proprietor: J. MOSS

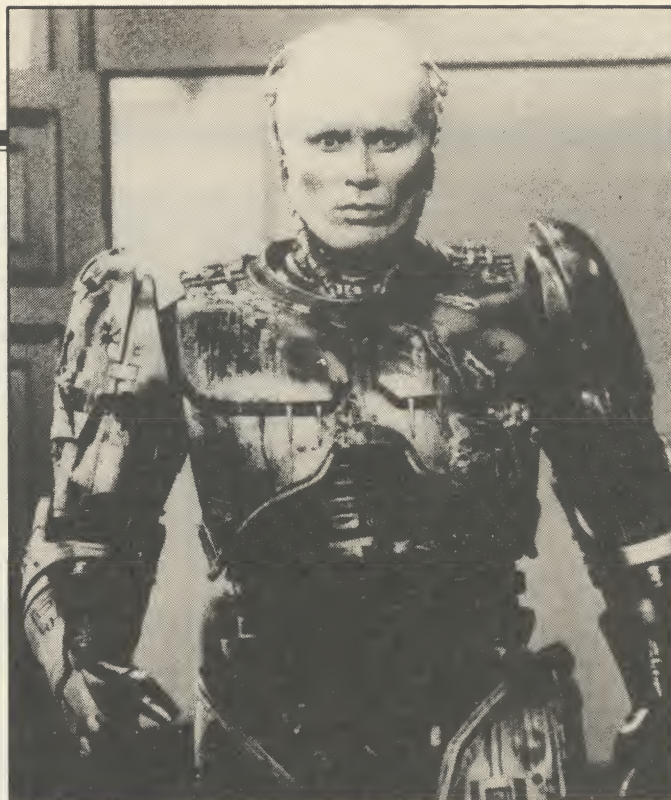
# #1 AL GOGGLE!



The ones you've been waiting for . . .

**T**his month sees a clutch of high-velocity thrillers released, cumulatively spilling enough blood to keep a medium-sized hospital running for days. But the biggest and most hyped video is undoubtedly **Steven Spielberg's** Disneyesque **E.T.** (CIC Video). Less a film, more of an event. Many who saw it the first time will rent it again to see if it really was as good as they remember. The arrival of the lovable alien on Earth and subsequent adventures with a suburban American family are certainly dazzlingly presented, with Oscar winning special effects, sound and score.

A much more recent box office hit is the film which finally transformed **Brian De Palma** into a respectable household name – **The Untouchables** (CIC Video, 18). This 1987 update of the TV series of the same name concerns FBI agent **Eliot Ness** in a quest to arrest Chicago mobster **Al Capone**. Set during the American Prohibition (when all alcohol was banned in the 1930s) the movie is rated as one of the best gangster movies ever. Ness is played by **Kevin Costner** (*No Way Out*), while Capone is played the brilliant **Robert De Niro** (*The Deer Hunter*, *Angel Heart* etc). The Oscar-winning performance, however, is provided by **Sean Connery** as



Best Supporting Actor. A classic film it should be unmissable on video.

An earlier, and due to its violence more controversial film, by **Brian De Palma** is **Scarface** (CIC Video, £9.99). A massive three-hour film starring **Al Pacino** as a Cuban drug dealer it drew a lot of flak from the critics – like most De Palma films – but I certainly found it watchable enough to rent at least.

Equally controversial is the 'part man, part machine, all cop' **RoboCop** (Virgin, 18). Just as violent as the computer game, and even more gorey, this is set in the near-future where a dead cop, **Murphy**, has been rebuilt as the

ultimate cyborg cop. Whether or not any of **Murphy** remains alive inside **RoboCop's** titanium armour is one of the key questions in this fast-moving film. Laced with a subtle, subversive black humour the screenplay drew inspiration from adult comics, something reflected in **Rob Bottin's** superb robot suit design. The man beneath the suit is **Buckaroo Banzai** star **Peter Weller**, whose exaggerated body movements add much to the realism. My personal favourite of the year's releases there's doubtlessly going to be some queues to rent this.

Another computer game inspiring title is **Arnold Schwarzenegger's Predator**



(CBS/Fox, 18). This has Arnie playing the leader of a group of honourable mercenaries hired on less than honest terms by the CIA for a rescue mission in Central America. While Arnie's human opponents always seem doomed from the start, the alien predator of the title is a lot tougher with a highly effective invisibility shield. Dialogue throughout the movie is terribly corny, but once the action begins you can forget that. The often gorey special effects are excellent, the cinematography first class and the action compelling. (Schwarzenegger's earlier hit movie – **The Terminator** (Virgin Vision, 18) is now available for £9.99.)

Oscar-winning cinematography of a distinctly different type contributes to effect of **Bernardo Bertolucci's** undoubted masterpiece, **The Last Emperor** (RCA/Columbia, 15). The winner of no less than nine Oscars, including Best Picture and Best Director. The story is effectively the biography of China's last emperor, Pu Yi, who rose to the throne at the age of three. Just three years after that over 3000 years of imperial rule were ended with the Communist revolution. Surprisingly the Emperor and his incredible palace, the Forbidden City, were left to carry on unchanged for over ten years while the Communists ran the rest of the country. Pu Yi's amazing story is here told with unprecedented access to the actual locations, making for an almost unparalleled visual treat. If you didn't see at the cinema give it a try now.

Another film which relies heavily on its visual appeal is **Am** **American Tail** (CIC Video, U) – Steven Spielberg's first foray into producing animated movies. This was an unabashed attempt to recreate the high quality of early Disney films, when animators weren't quite so expensive. It certainly looks nice, and cute, but the story is a little weak. Nevertheless the adventures of a Russian mouse arriving in 19th Century America is bound to be a popular video success.

Also aimed squarely at the 'family entertainment' market is the Spielberg-produced **Batteries Not Included** (CIC, PG) – surely an appropriate title for Christmas. This tells of a rundown neighbourhood under threat from cynical developers. To the rescue come some flying saucers, while on about the size of a plate their special powers of transformation might just save the day... Without question the real stars here are **ILM's** (Industrial Light and Magic) top-notch, comic stop-motion



effects making the rather weak plot a less than fatal weakness.

By contrast the story of **Watership Down** (Guild Home Video) helps make it one of the best animated films around. Available at £9.99 this should make a pretty good Christmas present.

Almost equally cute, and much more funny is **John Water's Hairspray** (RCA/Columbia, PG). Set in Sixties America the story follows plump teenager **Ricki Lane** in her efforts to win a TV danceshow trophy. The heart of this hilarious comedy is provided by recreations of Sixties dance crazes. Besides including the last appearance of the cult star **Divine**, **Hairspray** also features singer **Debbie Harry** in a supporting role.

Taking a more serious and more prominent role in **Light Of Day** is another American pop singer, **Joan Jett**. Together with **Back To The Future** star **Michael J Fox** she leads a struggling rock group in

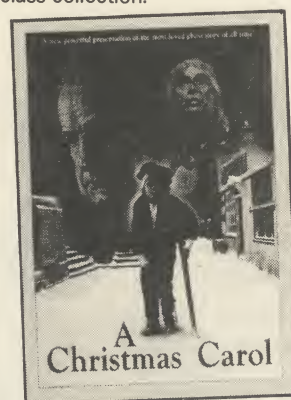
Cleveland. The real problems, though, revolve around the pair's strife-torn family. An interesting movie, with a great performance from Jett, this is well worth checking out.

Another rock star, **George Harrison**, is the co-producer of yet another back-to-the-Sixties film, **Withnail & I**. Set in 1969 this features two 'resting' actors on a permanent drug-and-alcohol binge in London. Sporadically very funny indeed this had a mixed critical reception at the box office, but should do well on video.

Appealing once more to the sell-through market is Warner's latest pair of £9.99-per-video collections. Firstly there's **The Classic War Collection**. This includes **The Wooden Horse** – an exciting POW drama, **The Cruel Sea** – documentary style WWII warship drama, **The Dam Busters** – classic bombing raid film, **The Colditz Story** – famous POW tale,

**Ice Cold In Alex** – tense WWII drama set in Libya, **The Battle Of Britain** – star-studded blockbuster where flying sequence outshine acting, **633 Squadron** – somewhat pretentious 1944 bombing raid film, **The Great Escape** – even better than classic computer game, and **A Bridge Too Far** – stars by the dozen in a very average spectacular.

The second Warner special carries the ambitious title **The Best Of British Directors Collection**. These largely 1980s titles include **John Boorman's Excalibur** – excellent King Arthur epic, **Alan Bridge's The Shooting Party** – superior story of class conflict in 1913 England, **Peter Duffell's The Far Pavilions** – intrigues in Imperial India, **Bill Forsyth's Local Hero** – **Burt Lancaster** in touching Scottish comedy, **Hugh Hudson's Revolution** – epic flop about American Revolution and more successful **Greystoke: The Legend Of Tarzan, Lord Of The Apes** – stylish but a little too long, **Nicholas Roeg's Don't Look Now** – mystic happenings in Venice and **Roland Joffe's The Killing Fields** – the tragedy of Cambodia, and more recent **The Mission** – beautiful 18th Century story of Spain's occupation of Brazil. While the 'best of British' claim is obviously a little silly considering the omissions, not to mention the inclusion of **Revolution**, this is certainly a first class collection.



Finally we have the appropriately-timed video release of the latest film version of Christmas's most famous novel; **Charles Dickens' A Christmas Carol**. Starring **George C Scott**, **Suzannah York**, **Nigel Davenport** and numerous other stars this is an above average film, beautifully filmed (in Shrewsbury, just 29 miles north of CRASH Towers) and well-acted. Don't be a Scrooge rent this, or one of the other fine releases above for some excellent entertainment this Christmas. See you soon...

# RUDOLPH'S RED-NOSED GUIDE

**CRASH** tells you where it's at for the Christmas month... Take your red nose with you!

## BRISTOL, Avon

17 December (Provisional date)  
**Christmas Illuminated Carnival**  
Historic Harbour, Bristol City Docks.  
Boats on the waterfront with festive illuminations plus seasonal entertainment.

For further information tel: (0272) 266031

## WINCHESTER, Hampshire

3,4,10,11,17-20 December  
**Marwell's Famous Christmas Winter Wonderland**

Marwell Zoological Park, Colden Common.

Tel: (0962) 74406.

Festive entertainment complete with a Christmas grotto and live reindeer!  
Open daily 10:00am to 5:00pm.  
Admission £3.75 (includes zoo admission, presents and refreshments).

With many thanks to the British Tourist Association.

## LONDON, Greater London

24 November to 29 January  
**Wildlife Photographer of the Year**  
Natural History Museum, Cromwell Road SW7.

Tel: (01) 938 9123.

A display of the winning entries in the international natural history photography competition.

Open Monday to Saturday 10:00am to 6:00pm. Sunday 1:00pm to 6:00pm.

Admission: adults £2.00, children £1.00.

Monday to Friday 4:30pm to 6:00pm all free.

## 9 December to 12 March

### Lawrence of Arabia

National Portrait Gallery, St Martin's Place WC2.

Tel: (01) 930 1552.

Marking the centenary of his birth, the exhibition depicts the life of one of the most enigmatic and renowned military leaders in 20th century British history.

Open Monday to Friday 10:00am to 5:00pm, Saturday 10:00am to 6:00pm, Sunday 2:00pm to 6:00pm.

Admission: adults £2.50, children £1.50.

## 7 November to 6 January

### Regent Street Christmas Lights

Regent Street W1.

The lights will be switched on by a celebrity guest on 7 November at

6:00pm. They will be on daily from 3:30pm to 12:00pm.

## 8 December to 6 January

### Norwegian Christmas Tree Lights

Trafalgar Square WC2.

The City of Oslo has presented a Norwegian spruce tree to Britain every year since 1947. The white lights will be switched on at 18:00 on 8 December and each evening until 24 December carols will be sung around the tree.

## 1 January

### Lord Mayor of Westminster's Big Parade

Through the streets of Central London. Parade of marching bands from Britain, America and Europe, plus decorated floats.

Starts 1:00pm.

## EDINBURGH, Lothian

6-31 December

### 'The Snow Queen'

Royal Lyceum Theatre, Grindlay Street.  
Box Office: tel (031) 229 9697.

Famous Han Christian Anderson story Mel Croucher claims *Star Wars* ripped off (we don't believe him, though!). Traditional family show.

## MALTON, North Yorkshire

16 to 24 December

### Malton and Norton Dickensian Christmas Festival

Throughout the town.

Step back in time to when Dickens was a lad. Victorian entertainment and street markets.

Tel: (0653) 692608.

# The 1988 British Video Awards

After *Et Al* trying to pick the best of each month's video releases we thought it'd be good to report on what the 1988 Video Awards thought...

**N**early 66% of homes in the UK have either a rented or bought video cassette recorder, and in 1988 £250 million will be spent on blank and £9.99 or less videos. The UK's biggest selling video tape, *Watch With Mother*, has sold over quarter of a million copies. That's a pretty healthy market and finally, it seems, the entertainment industry has woken up to that fact. The **Daily Mirror/British Videogram Association Awards**, held on October 20, were admittedly no Oscar extravaganza, but the Grosvenor House venue was plush and there were stars aplenty to both applaud and make acceptance speeches.

Winners were selected via the votes of Daily Mirror readers and were confined to the big, Best Actor-type awards rather than extending to the depth which makes the Oscars ceremony last so long. *Watch With Mother* may have hit the top-seller's list, but the top five Children's Videos from the voters went as follows:

- 1 **Masters Of The Universe** — Dolph Lundgren as the muscular TV and toy character;
- 2 **Big Foot And The Hendersons** — John Lithgow stars as the head of a household that befriends a 7-foot high sasquatch;
- 3 **Flight Of The Navigator** — 12-year-old in Disney space adventure;
- 4 **Labyrinth** — Monty Python's Terry Jones provides mystical script for Muppets;
- 5 **Thomas The Tank Engine And Friends Percy And Harold** — addictive action from the successful threesome.

*Masters Of The Universe* flopped at the box office, helping along the demise of Cannon pictures, but now seems to have found its perfect niche on home video. The original cartoon-of-the-toys has, of course, spawned two Spectrum games (*Masters Of The Universe* by US Gold — 28%, Issue 38 — and the identically

titled adventure from Adventuresoft – 84%, Issue 44). The film itself has produced yet another one, called, yes, you guessed it – *Masters Of The Universe*. This Gremlin release earned 70% in Issue 49. Star Dolph Lundgren is currently working on *The Punisher*, based on an American comic, and is contemplating writing his own screenplays.

Doubtlessly ready to make a few quips about that are some of the comic stars heading the new Special Interest category. The top videos here were:

- 1 **Billy Connolly**: *Live At The Albert Hall* – outrageous comedy from the unique Scotsman;
- 2 **Laurel And Hardy**: *Way Out West* – more comedy in glorious black and white;
- 3 **Comic Strip Presents**: *Mr Jolly Lives Next Door* – classic alternative humour;
- 4 **101 Great Goals** – Phil's favourite;
- 5 **Watch With Mother** – Mark's favourite.

As far as known no computer game has yet to feature the Big Yin, although Jeff Minter may be working on one, and you must be over 18 to see the hilarious X-rated Albert Hall performance.

Open to more universal appeal are the top five Family videos, which were as follows:

- 1 **Big Foot And The Hendersons** – it'll bring a tear to your eye;
- 2 **The Golden Child** – Murphy's is the Chosen One;



- 3 **Flight Of The Navigator** – family fun for all;
- 4 **Short Circuit** – Guttenburg and Sheedy in romantic robotic adventures;
- 5 **Superman IV** – Milton Keynes becomes Metropolis.

Incidentally, Big Foot, under that superb costume, was 7' 2" Kevin Peter Hall who played a decidedly nastier critter in the recently released *Predator* video.

The top five British videos covered a surprising variety of topics and were:

- 1 **The Living Daylights** – Dalton's currently working on the next Bond, *Licence Revoked*;
- 2 **Wish You Were Here** – Emily Lloyd hits the big time in this hilarious Fifties comedy;
- 3 **The Mission** – superb cinematography from award-winning Chris Menges;
- 4 **Personal Services** – ask your Mum;
- 5 **Where The Wind Blows** – shocking WWII tale in cartoon form.

*The Living Daylights* was the second Bond film to be made into a computer game and got 63% in Issue 43, while the third computer



game – Roger Moore's debut *Live And Let Die* – is reviewed in this issue on page 186.

The Best Video Actresses include one former Bond girl and come out like this:

- 1 **Julie Walters** – *Personal Services*;
- 2 **Whoopi Goldberg** – *The Color Purple*, *Jumpin' Jack Flash*;
- 3 **Kim Basinger** – *No Mercy*, *Blind Date*;
- 4 **Meryl Streep** – *Out Of Africa*;



- 5 **Kathleen Turner** – *Peggy Sue Got Married*, *Crimes Of Passion*, *Prizzi's Honour*.

Winner Walters rose to fame in BBC TV's *Victoria Wood As Seen On TV* and later made her breakthrough in movies with a British Oscar for her starring role in *Educating Rita*. Her latest box office hit has her co-starring with Phil Collins in *Buster*, the story of one of the Great Train robbers. Another rock star, Roger Daltrey, will be appearing with her in *The Threepenny Opera*, currently being shot in Budapest.

There's no British names in the Best Video Actors, however. These are:

- 1 **Eddie Murphy** – *Raw*, *Beverly Hills Cop II*, *The Golden Child*;
- 2 **Patrick Swayze** – *Dirty Dancing*;
- 3 **Paul Hogan** – *Crocodile Dundee*;
- 4 **Mel Gibson** – *Lethal Weapon*;



- 5 **Steve Martin** – *Roxanne*, *The Three Amigos*.

After shooting to superstardom in *Beverly Hills Cop*, Murphy has made a string of critically-panned films including *Beverly Hills Cop II*, *The Golden Child* and *Coming To America*. An 18-rated live performance film, *Raw*, has also been released to a mixed critical response. Nevertheless Murphy has become, perhaps uniquely, a guaranteed box office draw. Where even Sylvester Stallone has had flops Murphy's wise-cracking comic persona has yet to fail in drawing in the crowds. Due to the critical response to his films Murphy's yet to be in with a chance at an Oscar, so perhaps that was why he decided to personally collect this award.

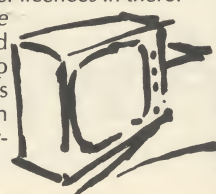
The Best Videos of 1988 naturally feature this great comic and are came out as follows:

- 1 **Dirty Dancing** – Swayze and Jennifer Grey dance the night away to the chart-topping soundtrack;
- 2 **Crocodile Dundee** – Hogan's own brand of Aussie humour;
- 3 **Top Gun** – Tom Cruise reaching for the stars (but only coming third);
- 4 **Lethal Weapon** – fast-paced cop action from Danny Glover and Gibson;
- 5 **Beverly Hills Cop II** – from the duo that brought you *Top Gun*.

The year's Best Video features Patrick Swayze as a 1950's dance instructor teaching Jennifer Grey how it's done. Despite costing only £3.5 million the film has been a huge success making almost £90 million worldwide. The first soundtrack album has spent 48 weeks in the American charts, with the second making the Top Ten as well. A *Dirty Dancing* concert has just finished a very successful tour of America and Europe, with a video of the US tour about to be released. Naturally a sequel to the movie is being considered, while a *Dirty Dancing* TV show is already showing on American screens. As for the computer game...

Next year's winners seem destined to cover an even broader spectrum of films, with probably yet more computer licences in there.

*RoboCop*, *The Untouchables* and *Rambo III* are likely to be strong contenders for top video so Ocean must be looking forward to it.





## ● And Rex is so strong!

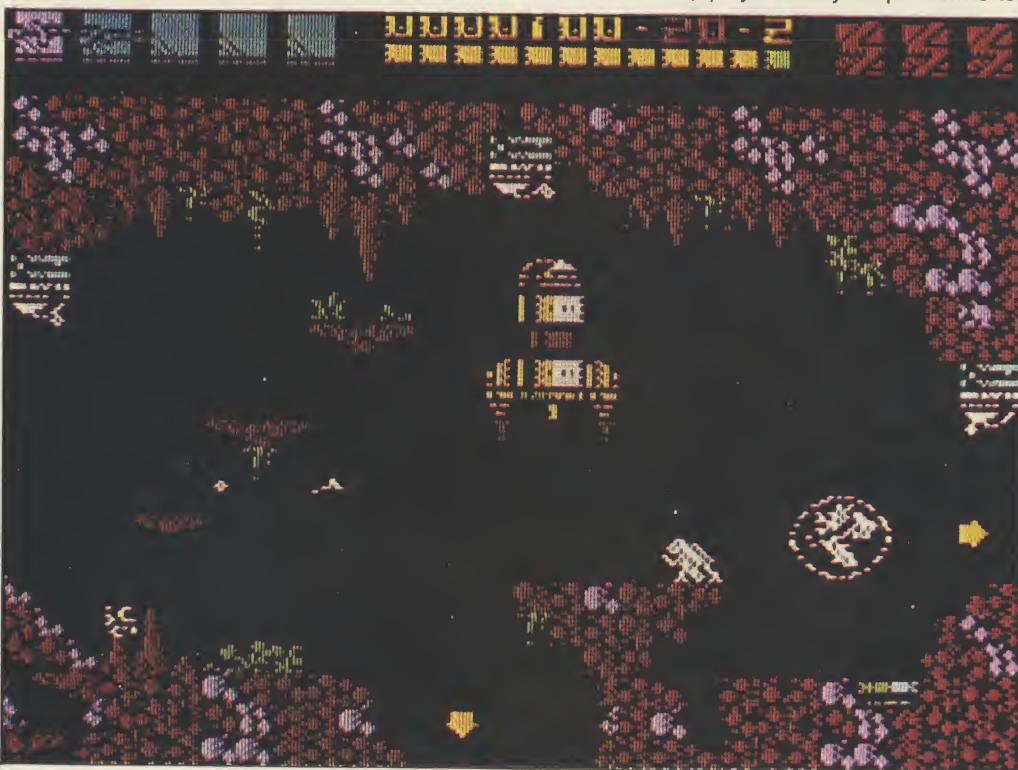
Producer **Martech**  
Greenpeace card £8.99 cass  
£14.99 disk  
Author **The Light**

**A**fter Mrs Thatcher's conversion to environmental protection

who next you may well ask? How about a hybrid alien that looks like a rhinoceros and carries more guns than Rambo? It's true I tell you, and when Rex hears about a huge Tower belching out pollution on Zenith he has to act. To get into the Tower (load



▲ Through to Level Two with the one-man-army, Rex



▲ Small, highly-detailed graphics with great use of colour

**NICK** After just a few plays *Rex* had me totally hooked. The main character is superbly animated and while the graphics are all small, they're also very colourful and well drawn. In fact the only problem with *Rex* is having to retrace your steps through several screens after every death. Apart from this, *Rex* is fabulous with loads of utterly amazing weapons and great playability.

**84%**

two) Rex must enter a tunnel heavily populated with enemy soldiers, missiles and gun turrets. Fortunately Rex is armed with a gun, some smart bombs and a shield. The shield has limited energy which can be recharged by standing on special energy platforms. Other platforms, beam pads, rematerialize Rex when he dies, but are often several screens from where Rex was killed. Also to be found are weapons pods which can give double-firing guns, a laser and multi-directional firing. These all consume weapon energy, so it's as well that enemies you've shot, deposit weapons energy bubbles.

Arrows help guide Rex through the tunnel but there's no one way to reach the Tower. If Rex manages to reach the end of the underground complex, he gains access to the second stage where he must set off explosive charges in the Tower, then escape. A code is given at the end of the first stage to preserve your game statistics for the second load.

This is a great mix of arcade/adventure and shoot-'em-up play. The only real problem is its

toughness, simply jumping around the cavern's platforms and pads is difficult, while even when Rex is fully armed his enemies are formidable opponents. There's no denying the skill of the programmers, and if you fancy a substantial challenge check it out.

**PHIL 78%**

## AND REX IS HARD

- Apart from protection, your shield can also be used to kill enemies.
  - Watch the weapon power status. The higher this is, the more devastating an effect the current weapon will have.
  - An extra bonus is awarded for rapid hits on soldiers.
  - If it seems like you're trapped, remember some of the walls can be destroyed.
- Warning:** this a great looking and highly playable blast-'em-up which is very addictive. It's also pretty darn hard, with lots of pretty sprites dashing on screen to snipe at you unless you get them first. Considering how addictive it is the beam pad problem's all the more irritating, but with the Christmas Hols coming up maybe you need a tough challenge.

**MARK 85%**

## THE ESSENTIALS

**Joysticks:** Cursor, Kempston, Sinclair

**Graphics:** intricately-animated, small sprites run and leap around colourful backdrops

**Sound:** no tunes but there are plenty of decent spot effects for firing and explosions etc

**Options:** play part one or two (which needs a pass code from the first level for Rex's vital statistics)

**General rating:** great, challenging action which is also well presented

Presentation	80%
Graphics	82%
Sound	70%
Playability	81%
Addictive qualities	80%

**OVERALL 82%**



# THUNDER BLADE

Producer US Gold  
Kerosene £8.99 cass  
£12.99 disk  
Author Tiertex

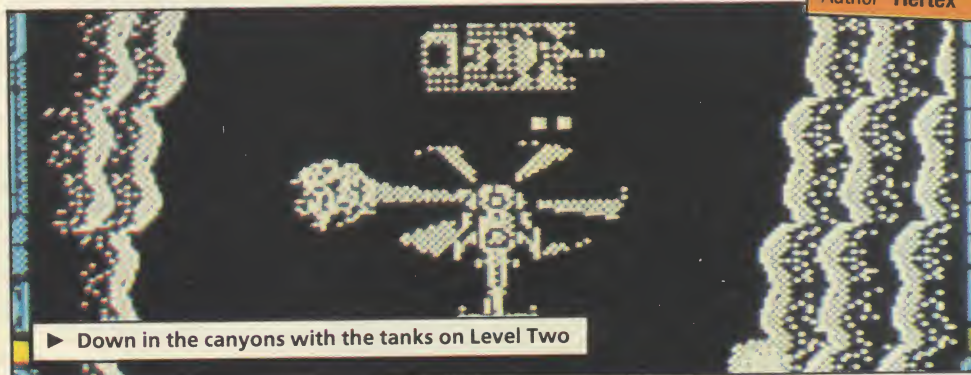
**O**ne of the year's biggest arcade games has finally arrived on the Spectrum and thanks to some state-of-the-art programming it looks pretty darn good. The game takes place in a country where the government has been overthrown by rebels who plan to install an evil dictator. Fortunately the finest helicopter pilot alive, you, are still at liberty with the world's most powerful fighting machine all fuelled up and ready to go. Codenamed the Gunship Gladiator you hesitate hardly a second before climbing aboard and setting off to restore Democracy...

The Thunder Blade is armed with machine guns and air-to-ground missiles, but has no defences other than a bit of armour plating and your skill at dodging bullets. These skills have to see you through

**PHIL** At last it's here! And I can finally see what all the fuss was about. The innovative graphics techniques used for the changing perspective are really impressive – I especially like the cityscape overhead view sections where a definite sense of vertigo is induced as you dive towards the ground. But *Thunder Blade* isn't just impressive technically. In the playability stakes, it's tremendously addictive, even though it's limited mainly to simple blasting. Unfortunately there are the usual problems with the multiload which rudely interrupts play every so often. But despite this minor irritation, as a mixture of essentially two different shoot-'em-up styles, *Thunder Blade* represents very good value for money. It's not just another dull shoot-'em-up, but a technically impressive conversion from the brilliant coin-op and has inherited the great playability and high-flying atmosphere of the original arcade machine. What a great Tiertex treat, just in time for Christmas!

91%

● Rotor-wing arcade action takes Spectrum by storm!



► Down in the canyons with the tanks on Level Two

four levels of mechanised mayhem. Each level – except the final one – is split into three sections; two overhead, vertically scrolling sections and one flying into the screen section. Overall there are 12 sections grouped into several multiloads (four on the 128K, eight on the 48K).

On Level One the Thunder Blade is flying through a city heavily populated with tanks, helicopters and jet aircraft. Dropping in height on the overhead section makes the skyscrapers and roads grow larger in an impressive display of 3-D programming. The joystick controls left/right

direction and height, speed is either by keys or joystick – hold down fire and forward.

Once you have battled your way through the city you must face a large battleship kicking out flak and missiles in all directions. When this is sunk an end of level bonus is awarded, depending on the amount of hits scored. The



► A pair of F-14s (from *Afterburner*?) swoop low to catch the Gunship Gladiator

second level moves the player to another potential paintwork-scraping encounter – rotoring through a network of caverns toward another ominous enemy. Level Three finds our intrepid hero flying over enemy held jungles and waterways, now coming under fire from heavily armed ships. The final baddie here is a huge aircraft.

By the fourth and final level the ravages of battle are starting to show on your battered and dented chopper, as well as your battered and bruised body, but tough mercenaries like you don't give up, after all you don't think Arnie Schwarzenegger would say 'naff this for a game of soldiers, I'm off home' (in his Austrian accent). No, he'd fight on, in search of the ultimate goal – an oil refinery which should make a satisfying bang before you take on the last battleship.

I think US Gold have done a great job here, converting such a great coin-op to the Spectrum. The 3-D perspectives are used to great effect, especially on the first



level with the tall buildings soaring to their lofty heights, and you vainly tugging at the joystick trying to avoid them. Although the sprites are monochromatic, they are all well designed, and serve their functions with a single-minded determination – for the most part this means blowing the socks off of the brave chopper pilot. I greatly enjoy playing the arcade version, and although the hydraulic chair isn't present

- On the first section, keep weaving left and right, while firing like mad.
- On vertically-scrolling sections, use missiles to destroy the ground installations.
- Try to eliminate as many installations on the vertically-scrolling levels to earn a bigger bonus.
- On the 3-D overhead-view sections, keep high to fly over the buildings.

The only thing missing from *Thunder Blade* is the rudder and moving cockpit, everything else is here. The graphics are faithful to the arcade machine and full of detail, the 3-D perspective with trees, blocks of flats and tanks zooming past is excellent. These graphics give a feeling of realism that most shoot-'em-ups lack and even though there is a absence of colour, the targets are never cluttered by badly detailed back-

grounds. There is a pretty drastic multiloop system, so if you don't have a tape counter then you could be in serious trouble! *Thunder Blade* is yet another excellent arcade conversion – a must for the arcade machine lovers and helicopter simulation freaks alike.

**NICK 92%**

## THE ESSENTIALS

**Joysticks:** Kempston, Sinclair  
**Graphics:** amazing 3-D perspective which changes as you climb and dive, giving a true sense of height  
**Sound:** Good music on 128 with lots of effective explosions on both 48 & 128 machines  
**General rating:** a superb conversion of the great coin-op – US Gold and Tiertex have definitely pulled off what others said couldn't be done

Presentation	91%
Graphics	93%
Sound	79%
Playability	92%
Addictive qualities	90%

**OVERALL 91%**

Christmas Special 1988 185



► Final level and all missiles away at the Oil Refinery

Producer **Imagine**  
Out of pocket £7.95 cass  
£14.95 disk  
Author **Steve Lamb** (code and graphics), graphics by **Alison Jefftha**, music by **Jonathon Dunn**

# LIVE AND LET DIE.

● **Clever Mr Bond, but not quite clever enough**

Producer **Domark/Elite**  
Passport to death £8.99 cass  
£14.99 disk  
Author **Byron Nilsson**, graphics by **Pete Tattersall**, music by **Mark Cookson**

After two distinctly substandard Bond games (*A View To A Kill* – 76%, Issue 18 – and *The Living Daylights* – 63%, Issue 43) Domark has turned to Elite for this one. Apparently Elite were working on a speedboat game – the film features a massive speedboat chase – and in an unprecedented link-up Domark arranged for the *Aquablast* program to be converted for their licence.

The 1973 film's plot concerns a voodoo island where the evil Dr Kanaga is producing heroin and shipping it to the USA. Since the Dr's drug-processing factories need a large water supply they've been built on a waterway. The game begins with Bond trying to infiltrate them by piloting his Q-customised speedboat down the river. Opposing him are enemy boats, mines and floating logs. To prepare for a variety of these seaborne missions you can also select a training option – set in the Sahara desert!

Bond's speedboat consumes a lot of fuel, and if it runs out the game's over. Luckily, friendly

## LIVE AND NOT DIE

- Try some of the training missions before taking on the mission proper.
- Don't fire continuously or you'll destroy the fuel canisters.
- Save your missiles for the large gates which obstruct your path.
- Weave left and right to avoid the bombs from the launchers at the side of the waterway.

Surprisingly, *Live And Let Die* is a really addictive speedboat chase game and has some lastability if you are prepared to persist with it. Presentation is good, with colour used well throughout the game. Actual graphics are very similar to Elite's *Buggy Boy*, and in fact some of the levels resemble stages of the arcade game left out of the Spectrum conversion. It's fun to play – until you get irritated by the toughness.

NICK 68%



helicopters pass overhead from time to time, dropping barrels of fuel which replenish your tanks. Hazards can either be shot with machine guns, missiles (essential for some objects), avoided or jumped over by ramming into a log, *Buggy Boy*-style. Indeed, *Live And Let Die*

resembles a cross between *Roadblasters* and *Buggy Boy*, but with the novelty of being set on water. Unfortunately it's just that bit too slow to be genuinely eyebrow-raising. The best 007 game so far, though, and fairly addictive.

PHIL 75%

## THE ESSENTIALS

**Joysticks:** Cursor, Kempston, Sinclair

**Graphics:** effective, although fairly slow 3-D scrolling waterway

**Sound:** irritating tune on the front end, plus a few aquatic effects during play

**Options:** definable keys. Choose between different locations

**General rating:** probably the most playable Bond game yet, but not really outstanding

Presentation	79%
Graphics	72%
Sound	32%
Playability	70%
Addictive qualities	69%

**OVERALL 71%**

## ● Something to put the wind up you?

Dear me, I'm afraid these Japanese scenarios are as innovative as their cars. In brief; it's the future, the mechanoid aliens are trying to invade, you've volunteered to fight them off, first in a F-14, then a helicopter. There are six levels of this and you start the game with a standard machine gun, a limited supply of bombs (useful for dropping on unsuspecting mechanoids bounces) and a smart bomb, one per life.

Naturally, after destroy a fairly large quantity of aliens a token is deposited by the alien wreckage which should enable you to kill even more of them. (About as smart as those 'smart' bombs which blow themselves up, I'd say.) These tokens provide more powerful weapons such as more bombs, lasers and missiles. By skilful use of these mega-weapons you can fight through to the end of the level where the h-mongous enemy they should have thrown at you in the first place lurks. These are pretty tough dudes and will take every bit of available firepower to defeat them (it's too late to wish

## ● Who said golf was a crazy game?

Producer **Accolade/Electronic Arts**  
Par for course £8.95 cass  
£14.95 disk  
Author **Chris Fayers**

Move over Nick Faldo and Co, this is a program which shows how the game should really be played...

Having paid for putter and ball you, and up to three friends, choose which of four courses to make fools of yourselves on – Deluxe, Classic, Traditional or Challenge – then input a suitably silly names, like Ian Woosnam. Each of the courses have nine holes and – if you're a real boring fuddy-duddy – you can practise any of them before playing a course in full.

Once in play the main part of the screen shows a bird's eye view of whichever part of the putting green you're mucking about on. Below that there's a control panel with a map of the complete hole, power and direction bars, score card and a rather daft (or flattering, depending on who you are) picture of you. Once you've placed the cursor where you'd like the ball to go, then set the



# TYPHOON

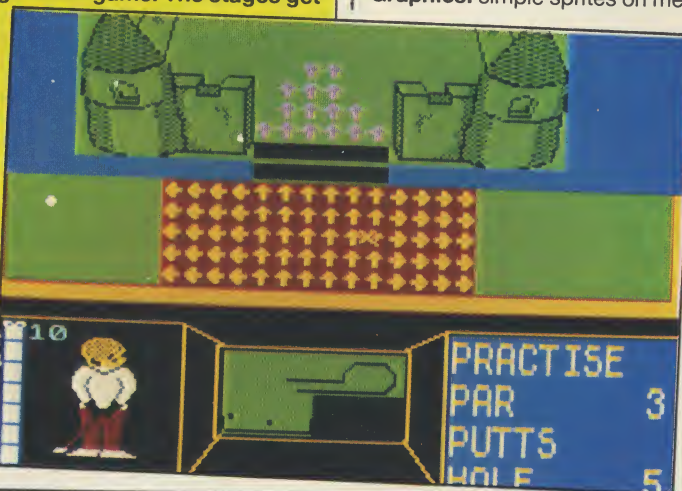
## HURRICANE HINTS

- Learn and anticipate attack waves.
- Destroy anti-aircraft turrets as soon as possible.
- Save the smart bombs as you will definitely need them for the later stages.
- The smart bombs also destroy the enemies bullets so they can come in very handy.

Another conversion hot from the arcade machine, this time it's the action packed air/sea combat game, *Typhoon*. And this is one conversion that has retained its addictiveness and playability on the Spectrum. There are excellent sound effects and a great tune to begin each game. The stages get harder as you fight your way through each wave of dogfights, until it is almost impossible to stay alive for more than a few seconds! From F-14 to chopper, it's non stop arcade action all the way. Ignore James Brown and the sheep farmer – try this great coin-op conversion!

**NICK 83%**

you had picked up that extra missile token that whizzed past you on the previous screen). But you're such a courageous person that you attack nevertheless, because the freedom of your planet is at



stake. So with the battle of the last level still ringing in your ears, you attack and hope that you survive.

Graphically *Typhoon* is similar to Capcom's *1943*, the same style of monochromatic sprites have been used, and to my mind look just as bland, albeit more detailed. Enemies swarm around the player's aircraft

causing as much trouble as possible, and generally their defences are hard to crack. Playability isn't terrible, but the combination of poor presentation and totally unoriginal format gave me little incentive to play on. A mediocre game which should never have been converted.

**MARK 55%**



## THE ESSENTIALS

**Joysticks:** Cursor, Kempston, Sinclair

**Graphics:** simple sprites on messy and confusing backdrops

**Sound:** great 128K title tune, but nothing too special during play  
**General rating:** a competent, but unexceptional shoot-'em-up in the same mould as GO!/Capcom's *1943*. For mindless violence freaks only (that's why Nick loved it so much)

<b>Presentation</b>	70%
<b>Graphics</b>	66%
<b>Sound</b>	62%
<b>Playability</b>	67%
<b>Addictive qualities</b>	63%

**OVERALL 67%**

# Mini-PUTT

## ONE OVER THE LIMIT?

- Practise each hole before playing a full round.
  - Try to 'read' the slopes to judge where the ball will go.
  - When putting through a moving object, keep the fire button pressed after selecting the accuracy, the ball will only start moving when you let go.
  - Try to use the slopes to help the ball into the hole.
- I remember playing this sort of thing at the seaside when I was knee-high to a sheep, so I really enjoyed *Mini-Putt*. One problem is how important luck can be – sometimes you just whack the ball and it goes straight into the hole. Still that's part of the real game. Recommended even for non-golfers and sane people like Mark.

**PHIL 71%**

suitable power and direction (left/right) bars by two presses on the fire button.

On first playing I was disappointed there were no windmills or such like, just patches of arrows which alter the direction of the ball. However upon selecting the Classic course I was pleased to discover hazards such as a space shuttle, elephant, jet and even the Taj

**NICK** This is one to keep you crazy for ages. The way the ball moves, and the different power settings, all work fine and the Classic course in particular is great fun. In short a refreshing change from the *Leader Board*-type golf games which should keep you, and some friends, alternately giggling and cursing that darn elephant's trunk.

**68%**

Mahal.

Graphic presentation of the course is just adequate, except for the Classic's obstacles which are quite nicely drawn. With no need to pick a club, watch the wind speed and so on *Mini-Putt* is really easy to get into – but hard to master. A good, fun game for armchair sportsmen everywhere.

**MARK 80%**

## THE ESSENTIALS

**Joysticks:** Cursor, Kempston, Sinclair

**Graphics:** a mixture of simple arrows and well-drawn large obstacles

**Sound:** not much, but it isn't important

**Options:** up to four players can take part on any of four courses.

**General rating:** not in the same class as *Leader Board*, but an amusingly goofy golf game

<b>Presentation</b>	71%
<b>Graphics</b>	61%
<b>Sound</b>	21%
<b>Playability</b>	77%
<b>Addictive qualities</b>	71%

**OVERALL 73%**



## Peter Beardsley's INTERNATIONAL FOOTBALL

● **Grandslam score an own goal!**

Producer **Grandslam**  
Cup tickets **£8.95** cass  
Author **Teque**

**A**way man, Peter Beardsley in his own computer game? Yes, the toothless, £1.9 million pound superstar of Liverpool is starring in his own

a jerkily-scrolling pitch dribbling the ball with perfect control. In fact you can easily dribble the ball all the way up the pitch into the opponents' goal. Even the two player option and the 'Ere we go' tunes don't do much to improve such a tacky attempt at computer football. Long live *Match Day II!*

**PHIL 24%**



**MARK** 22 matchstick figures hobbling feebly around a vast expanse of jerkily-scrolling pitch seem intended as a sarcastic comment on England's recent performance. Certainly they didn't inspire any great terrace chants in the CRASH office. The players themselves didn't seem that impressed, either turning their backs, or wandering off in the opposite direction to the ball. The sound seems to be the best part of this game, with a nice tune warbling away to itself in both 48K and 128K modes. But if even football-mad Phil doesn't like this, I don't reckon it has much chance.

**20%**

soccer game.

This soccer simulation has Peter playing in his international role for that brilliant (at losing) team, England, in the European Championships (bit late isn't it?). Don't worry, though, if you want to win you can play for countries like Albania and Holland. Just like the real Championships, there are two groups of four teams, with the first two in each going through to the semi-finals.

Once all the pre-match selections have been made, including the length of the match, it's time for the kick-off. The inlay states that the teams appear in their authentic colours, but I can't remember having seen England ever play in all yellow!

Once the whistle goes you're faced with badly-defined, flickery sprites staggering down

### THE ESSENTIALS

**Joysticks:** Cursor, Kempston, Sinclair

**Graphics:** ill-defined sprites on a jerkily-scrolling pitch

**Sound:** good medley of football anthems

**Options:** one or two players. Change teams in each group

**General rating:** it plays almost as badly as England!

**Presentation** 26%

**Graphics** 22%

**Sound** 61%

**Playability** 24%

**Addictive qualities** 20%

**OVERALL 22%**

## LAST NINJA 2

● **Ninja muggers in Central Park!**

Producer **System 3**  
Shurikens **£12.99** cass  
**£14.99** disk  
Author **Mev Dinc**, graphics by  
**Gary Thornton**, music by  
**Brian Marshall**

**L**ong ago, in 12th Century Japan, mystical warriors called Ninja were almost wiped out during a purge by the evil Shogun, Kunitoki. A single ninja master, Armakuni, survived to continue the teaching however. Yet,

with beautifully detailed drums and music stands lying around the place. Armakuni starts out without any weapons whatsoever to help him. Yet even in this weird, new environment, he is safe in the knowledge that his ninja skills will see him through. Indeed, Central Park soon turns out to be littered with martial arts weapons such as shuriken stars, a staff and a sword.

Combat is controlled in the usual beat-'em-up style with combinations of directions and fire accessing a variety of moves. When unarmed,



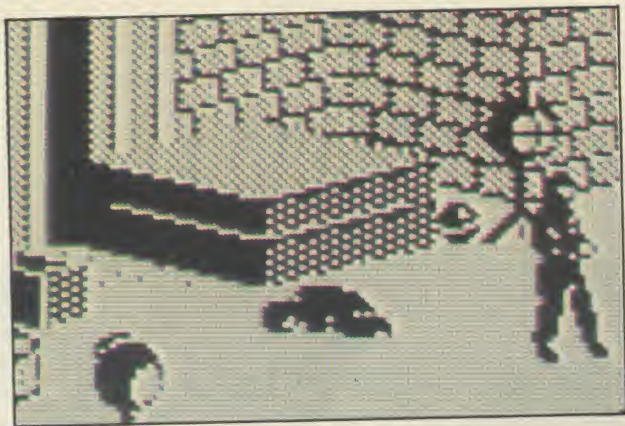
strangely, during one of his subsequent training sessions a pulsating light enveloped him and magically transported to him to a strange new place. And so he must resume his battle with his ancient enemy, Kunitoki, in present-day New York, amid the strange surroundings of 'gigantic shapes covered with mirrors' (skyscrapers).

And so the adventure begins in the odd setting of a bandstand in Central Park,

Armakuni can only kick or punch his opponent, but holding a weapon allows him to stab and slash them.

Apart from simple fighting, Armakuni must solve logical puzzles to progress further through six multiloading levels (even on the 128K) at the end of which he will finally get to meet his arch-enemy, face to face.

20,000 special limited editions (worldwide) of *Last Ninja 2* come in a huge (A5-ish)



box, complete with a soft plastic shuriken throwing star (even that proved almost lethal to the office cat! – get well soon, Tiddles) and a black ninja mask (which Lloyd has

taken to wearing instead of his usual paper bag).

All this flashy packaging doesn't automatically mean that the game is great but thankfully *Last Ninja 2* lives up

## NINJA KNOW-HOW

- Grab a weapon as soon as possible, you can't defeat every enemy with your feet and fists alone.
- When an enemy starts throwing shurikens, walk in the opposite direction to him. So if he walks left you walk right, this way the shuriken will always miss you.
- If the fighting is getting too furious in one screen then just walk out and rest, when you feel up to it go back in again.
- Use the key to get through the gate to the river.
- Don't fall in the water or you'll drown!
- Use the claws to climb up the grating to get the staff.
- Keep alternating between kicking and punching to outwit your opponent.

*Last Ninja 2*: the long awaited sequel to a game which unfortunately never appeared on the Spectrum. Has the wait been worth it? The first thing that strikes you is the difficulty of the control methods available. You have a choice of three different modes but they are all impossible to master and your ninja ends up looking like a drunk. The programmer has obviously spent the majority of his time developing the graphics. They are excellent, but what is the point having great graphics and difficult, monotonous gameplay? Every few seconds you are killing someone, which involves pressing the same key over and over until your enemy dies (probably from boredom). But despite the terrible controls there are some challenging puzzles to be worked out making the game worth persevering with. *Last Ninja 2* is worth buying for the excellent 3-D graphics, but if you have a short patience I won't see you liking the controls.

NICK 87%



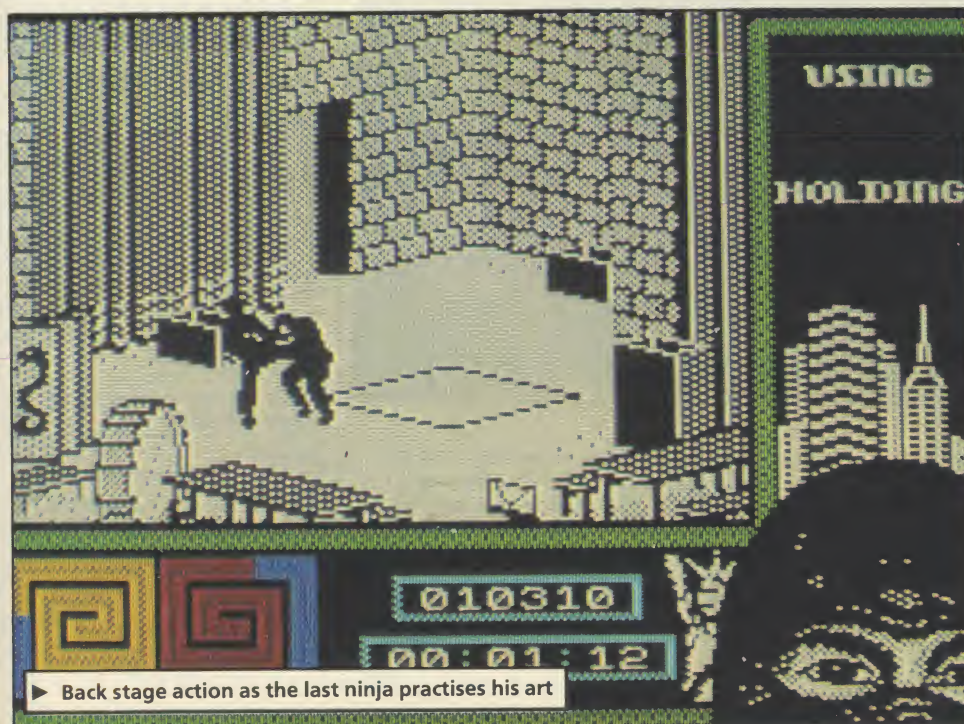
to the hype. It contains some of the most beautiful isometric graphics ever seen on a Spectrum. This creates a wonderful environment in which the puzzling action can take place. And puzzling it certainly is; especially at first, when even getting off the first screen is a problem.

But perseverance reveals a truly awe-inspiring game with great attention to detail in both graphics and gameplay. My only niggle is that the control system is rather awkward (especially if you haven't got a joystick), but even this fails to spoil this oriental masterpiece.

PHIL 91%

**MARK** This is a superb game. The graphics simply dazzle with the hero well drawn and beautifully animated – especially like the way he draws his weapon. All this obviously makes the fiddly controls all the more frustrating until they're mastered. Once they are the highest priority is finding weapons because facing a shuriken star-wielding baddie with bare hands is no fun. The puzzles all have logical answers and half the fun is racking your brains trying to solve them. *Last Ninja 2* is a great game which deserves to do well.

91%



► Back stage action as the last ninja practises his art

## THE ESSENTIALS

**Joysticks:** Sinclair

**Graphics:** an intricately-detailed isometric landscape with well-animated ninja sprites

**Sound:** an ear-wrenching oriental title tune plus a few ingame effects

**Options:** choose between three joystick/movement modes

**General rating:** not just a beautiful graphics demonstration but an excellent, playable arcade adventure/beat-'em-up

Presentation 92%

Graphics 93%

Sound 61%

Playability 85%

Addictive qualities 90%

**OVERALL 90%**

Christmas Special 1988 189

## SAVAGE

### ● Ludlow on a Wednesday night?

Producer **Firebird**  
Axed price **£8.99 cass**  
Author **Probe Software**

**Y**our true love has been kidnapped by demons, so straightening your Proclaimers-type glasses and fastening your loin cloth you set off for the local disco to chat someone else up. Unfortunately it's Ludlow, it's a Wednesday, so it's closed. Faced with the prospect of another castle tour you decide to see where the old girl's got to.

Level One sees you strolling through a rather a bigger castle than Ludlow's, populated not by Nick-type college students but huge monsters. At first all you've got to fight with is an axe, but after destroying several monsters, glowing blocks are deposited which give extra

with skulls. Zooming along at top speed, trying to shoot these while avoiding stationary monsters is no easy task. But guess what? Your girlfriend never left the castle after all! So halfway through Death Valley you have to turn and go back.

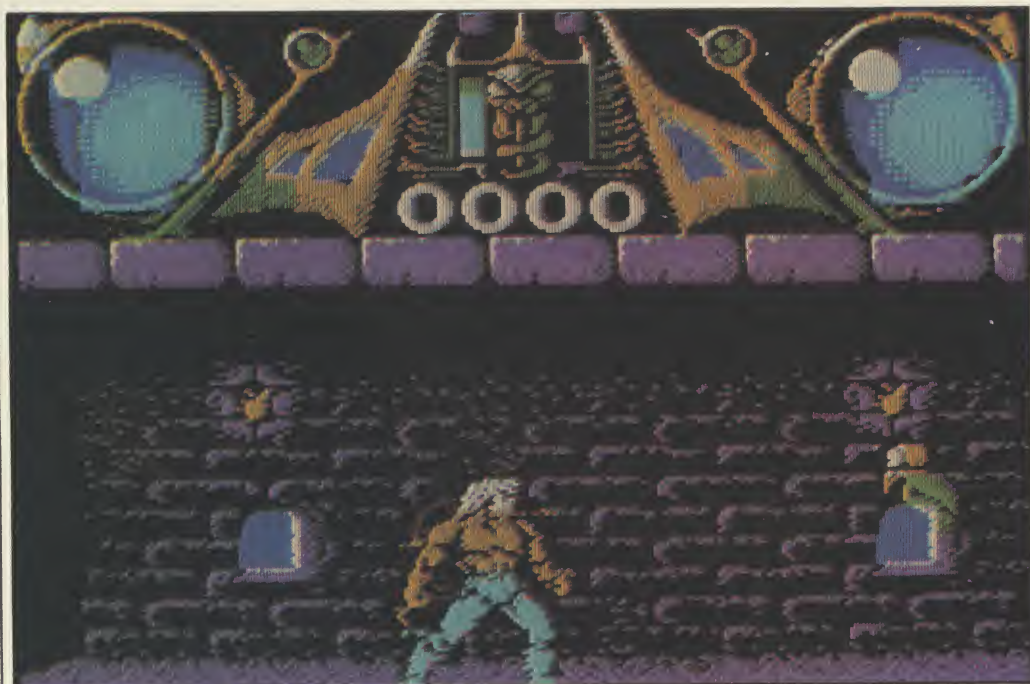
Arrive at the castle and you're pretty knac . . . tired. And there's no way you're leaping about the castle again, but an old friend is only a phone call away and he's dafter than you, being an eagle. You tell him to find your beloved and let her know if she doesn't leave now you're never going to the movies with her again. In the final load, you control the eagle in his search of the lowest levels of the dungeon. But those demons that you savaged (well, you're called Savage after all) on your entrance are still around. Things are not going to be easy . . .



▲ Skulls racing towards you in Level Two's Death Valley

The first thing you notice about *Savage* is the large and spectacular graphics with minimal colour clash. All three sections look very good indeed and while playability's not bad either, especially on the second section. Yet while technically first class I found the unoriginality disappointing. With so much potential the gameplay is strangely weak. Very similar to *Trantor* – nice graphics, shame about the game.

**MARK 71%**



▲ Not in Ludlow castle on *Savage's* Level One

weapons. These are especially useful against massive Guardians.

Naturally, when you've fought through them you find your sweetheart's gone for a stroll down Death Valley. After a long multiloop you set off in pursuit only to find yourself in a battle

**PHIL** Huge guardians seem all the rage at the moment and *Savage* certainly has them on Level One. The next level's like the superb 3-D *Deathchase* but nowhere near as good, while Level Three brings back memories of the *Alchemist* with huge sprites (and colour clash). While well presented (apart from the rather jerky scrolling on Level Three), with good tunes and FX, there's nothing that really grabs you and keeps you playing.

**69%**

### SAVAGE SAVERS

- Don't fly too close to the water on Level Three – it's lethal.
- Level Two has targets that move up and down, mirror their movements and they're easier to hit.
- Never stop firing on any level, unless you want to be buried under a swarm of enemies.
- Keep quickly weaving left and right on the second level to avoid the nasties.

Three games in one with a linking storyline and decent presentation. In fact, I'd go as far to say this is a pleasure to the old eyes, with excellently defined graphics, smooth animation and lots of colour with minimal clash. While none of the games are particularly original they're all fun to play and mildly addictive.

**NICK 84%**

### THE ESSENTIALS

**Joysticks:** Cursor, Kempston, Sinclair

**Graphics:** massive sprites and mildly impressive 3-D perspective on Level Two

**Sound:** buzzy, but effective, 48K title tunes with crunching effects

**General rating:** an odd bundle of games which, although playable, doesn't offer much in the originality stakes

Presentation	74%
Graphics	80%
Sound	72%
Playability	78%
Addictive qualities	73%

**OVERALL 74%**



# THE CHALLENGERS' CHALLENGE



The last Inter-magazine Challenge was held way back in Christmas 1986, when AMTIX! (they of the Amstrads) provided some of the worst competition in living memory. Two years later AMTIX! has sadly fallen by the way, perhaps out of embarrassment, but since then THE GAMES MACHINE has been launched and its staff make the 1988 Challenge once again a tripartite affair. Everyone's favourite, LLOYD MANGRAM investigates ...

**A**s organized by ZZAP! Editor Gordon Houghton the Challenge will begin at 2:45pm (way back at the end of a certain month beginning with 'S', but I'll not ruin the illusion - Ed). Each challenger has nominated a game on which everyone will have ten minutes to get their highest score. The exceptions are the two-player games *Atron 5000* (Amiga) and *Match Day II* (Spec), where points will be awarded after a series of play-offs. On each game the winner will be given six points, the runner-up five points and so on.

After lunch most of the competitors are still affecting an air of nonchalant disdain. No-one wants to seem *too* concerned. But the veneer of civilized behaviour soon disappears with the arrival of photographers Cameron 'look at me not the screen' Pound and Michael 'I'm camera shy too' Parkinson. Chaos ensues as the distracting duo jump onto tables, set off dazzling flash guns and yell out belittling comments. If a CRASH reviewer is again to win the Challenge, as in '86, he's going to need superb concentration. First of all, here's a rundown of the competitors ...

## PHILIP KING



intelligently avoiding providing ammunition

One of CRASH's top wordsmiths, and forever borrowing my Long Word Dictionary, is this decidedly reticent young local. Asked about his interests, all he'll admit to is role-playing games,

for the Ed who has so far labelled Phil a 'sheep farmer' and underwater snooker enthusiast. (Who? Me? - Ed.)

**Game:** Match Day II. Phil has won a CRASH Challenge on this 3-0, 3-0. Upon hearing of Phil's choice, ZZAP! and TGM staff were thrown into despair - unfortunately so was Nick 'Mr Cruciality' Roberts.

**Tactics:** chase every ball, never let anything go and don't play Phil!

## NICK ROBERTS

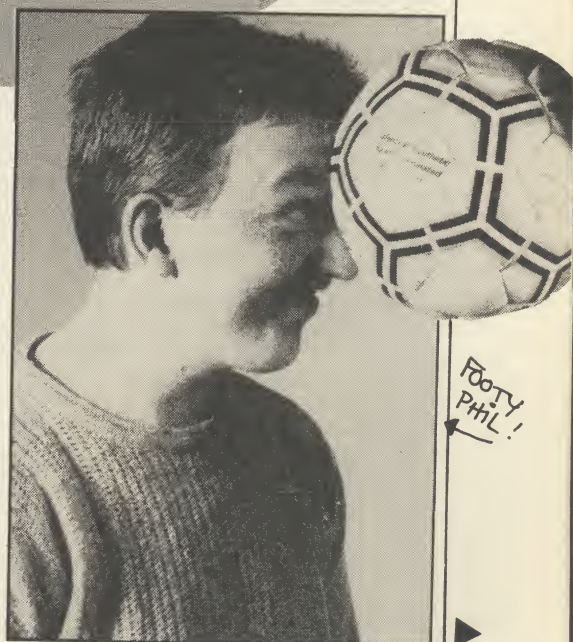


finds time to D.J. his 'supremely hip' IMAGES - Disco Entertainment.

Favourite pop group: Pet Shop Boys. Most prominent office poster: *Game Over II*. Pet hates: Editorial comments linking him with an overconsumption of nutrients (esp. pizzas). For yet more information on Nick check out his Guide To Cruciality (page 206).

**Game:** Cybernoid, of course. Besides being Nick's favourite game he's also won the Cybernoid CRASH Challenge, 3-0. Other challengers like the game as well, on their own machines, but showing a refreshing lack of sneaky tactics Nick picks it anyway.

**Tactics:** collect as many jewels as possible, then dash for the end of level bonuses.



## MAFF EVANS



A relatively recent addition to the ZZAP! team the Scouser from Flint distinguished himself at the 1988 PC Show as the most colourful, if not daffiest, of the lot by covering himself with Olibugs.

Prior to being drafted to ZZAP!, Maff was a member of an amateur pop group which used to make promo videos of themselves. Favourite pop group: Front 242 (who?). Most prominent office poster: *Game Over II* (again!). Pet hates: Spectrums and Match

Day II (ah well, who cares?).

**Game:** *Menace on the machine* Maff adores, the Amiga. *Menace* is a Salamander-style shoot-'em-up, complete with awesome end-of-level nasty. Only one life is offered, but by destroying all the aliens in an attack wave a bonus icon is dropped which can provide extra points, weapons and shield power according to how many times it's shot.

**Tactics:** learn enemy attack patterns, destroy last alien in wave as far from right of screen as possible – giving maximum time to blast points/weapon bonus icon into required add-on.

## GORDON HOUGHTON



The latest man at the helm of Newsfield's noisiest magazine (that's ZZAP!), Gordon has presided over an expert restyling of the 64 owner's favourite organ. Favourite leisure activity:

attending German beer festivals. Most prominent office ornaments: Kati Hamza and a giant fish. Pet hates: software house lawyers.

**Game:** *Hunter's Moon* on the C64. A choice widely regarded as a work of political genius since this is a ZZAP! Sizzler written by

ZZAP! diarist Martin Walker for Newsfield's favourite software house, Thalamus. *Hunter's Moon* is made up of systems, each divided into levels which contain up to three star cells. Collecting cells in this eight-way scrolling shoot-'em-up involves blasting through the maze-like hives which contain them. Unfortunately the hives continually rebuild themselves via a cursor which circles through them. Obviously a life is lost if the cursor rebuilds the bit of blasted hive you're passing through.

**Tactics:** know where the star cells are hidden, be patient so as not to rush into cursor's path and either make sure you're name's Gordon Houghton or you've practised for at least six months.

## ROBIN CANDY



Robin C has worked for CRASH almost from the beginning, making his first appearance as a model (for CRASH T-shirts) in Issue 6. Since then Robin has become increasingly obsessed

with style and is never seen looking less than totally fashionable. During his days at CRASH he's designed a level of *Micronaut One*, the title screen for *Sweevo's World*, as well as boasting a rare *Elite* badge. Currently studying at college for a career as an Army officer Robin now works part-time for TGM – but at least his tips no longer clutter my desk as in the old days. Favourite pop group: Propaganda/Act.

**Game:** *Thunder Blade* on the Sega console. A choice heavily influenced by the Machiavellian scheming of fellow TGM reviewer Robin Hogg. According to the latter's reasoning, a Sega game would be an excellent choice since none of the other magazines would've had a chance to play it – but then again Robin C hadn't played it much either. The actual game is made up of stages divided into three levels; overhead, vertically scrolling shoot-'em-up, more of the same in 3-D with the helicopter flying 'into the screen' and back to an overhead view.

**Tactics:** move about a lot and learn attack waves. In fact, practising on it wouldn't be a bad idea, PHIL!

## ROBIN HOGG



Having worked on TGM virtually from the beginning Robin is one of the most experienced reviewers and it's obvious he intends to win. Besides running TGM's Info Desk and Confrontation: Coin-Op arcade series, Robin is

interested in all things military.

Favourite pop group: Def Leppard/Bon Jovi. Most prominent office poster: *Red*

*Storm Rising*. Pet hates: derogatory comments about his black and white Fiat Panda. (The only man to add 'rust' to his four-letter-word vocabulary! – Ed.)

**Game:** *Atron 5000* on the Amiga. This graphically mediocre two-player light-cycle game is incredibly playable and Robin's been practising on it since TGM first reviewed it.

**Tactics:** collect special feature icons before your opponent; use features (like speed-ups and walls) at correct time.



## And into battle they went...

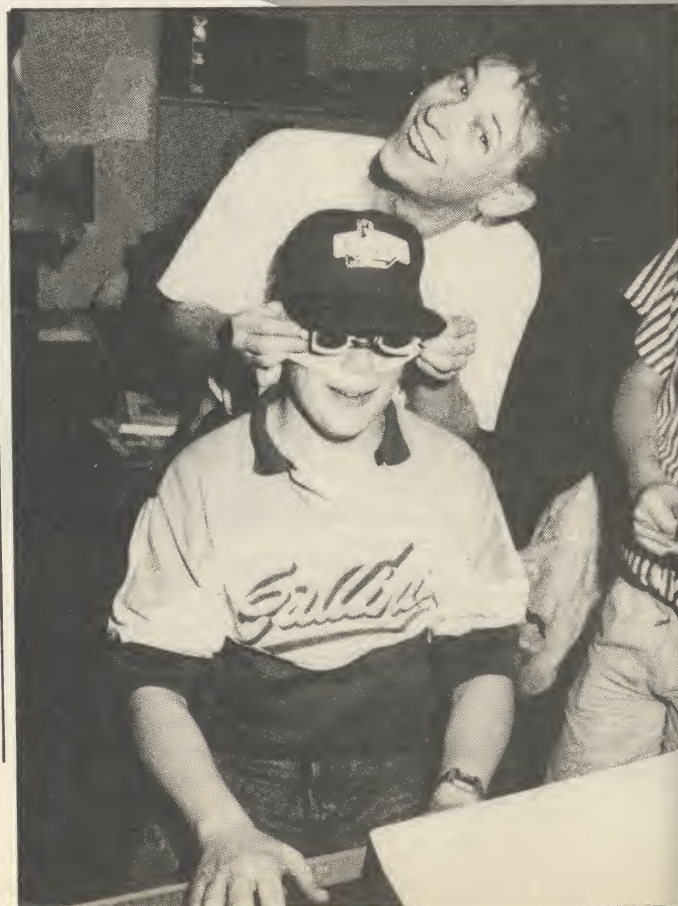
### THUNDER BLADE

By the time you read this you've probably already played CRASH's Spectrum *Thunder Blade* demo, but as the Challenge begins none of the CRASH team have, so they're happy to let Robin H take first go. The headbanger with a US Marines haircut takes hold of the small, Sega joystick with a self-confident smirk. But no sooner than he's pressed fire than the media pack pounce. Michael crouches down to photograph the deepest recesses of Robin's nostrils while Cameron leaps onto a table to flashgun any developing bald spots. With riotous ZZAP! reviewers gathered round as well, Robin gets off to a shaky start. After just four minutes he's lost two of his three

lives and is looking decidedly unnerved. Rather than persist with only a single life he resets the game.

Unfortunately just as he starts again the TGM Cheerleading squad turns up with a 'who do we appreciate' chant and energetic 'star' jumps. The squad, in matching cycling shorts, is led by Group Promotions Executive Richard Eddy. A member of the notorious '86 AMTIX! team, Richard was then quoted as saying: 'I just don't play games – that's all there is to it!'. Initially it seems he might again sabotage his favoured magazine's chances, but Robin struggles on, urging the cheerleaders to hassle someone else. When his time runs out his score is a massive 817000. Who can follow that?

While Nick stays in the background, Phil bravely steps into



the media hoopla. Suffering advice from Robin C along the lines of 'collect that fireball for extra power' Phil's first turn gets off to a rocky start, and quick a reset. On his second attempt Phil gets to the 3-D section to earn 95000 before heavy anti-aircraft fire from the tanks bring him down. On his third attempt Phil fights through the first section without losing a life, but once again flak proves lethal - 126000. A final go in the few minutes remaining betters that score to provide a respectable 133000.

Having closely watched Phil's problems Nick decides to give it a go himself. His turn gets off to an inauspicious start with a life lost on the first, relatively easy section. Rather than reset Nick persists only to lose yet another life on section two - when dodging a wave of jets puts him in the way of a fireball. Nick shrugs it off though, and successfully completes Stage One. The bonus gives him 605000 and TGM hecklers are momentarily silenced.

Stage Two is set in the countryside and Nick skillfully pilots his copter through a barrage of enemy fire in the first valley section. Even Robin H begins to look worried. Section two is in 3-D, with the copter trying to fly between stone pillars in a tunnel. Nick misjudges one by a fraction and goes down in flames, after six minutes and forty seconds. His final score: 713000.

Robin Candy looks distinctly uneasy when he sits down to beat Nick's score on a game which is supposed to be his own. Nevertheless, he survives a hail of flak to complete Stage One. In Stage Two he doesn't progress much further than Nick - just enough to edge him into second place with 774000.

The ZZAP! team take their turns next and, despite the encouragement of Front 242's 'Head Hunter' pounding from Maff's ghetto blaster, suffer from not having played the game before. Gordon manages fifth place with 124000 while Maff takes last place on 116000.

## MENACE

The next game, however, is Maff's own choice and his first go is a suitably impressive demonstration. Making excellent use of bonus icons, Maff builds up a formidable array of weaponry to power through his ten minutes without ever looking vulnerable. This masterful display takes Maff to the end-of-level monster on Level Three and 119740. Gordon plays next and shows off his own practise with a respectable 102490. Robin C follows with 101940, agonizingly close to Gordon's score but not quite good enough. In the mean-



time Phil's been helping time some other games and comes to *Menace* unprepared. He does fine avoiding the alien attack waves, but hasn't quite got the knack of collecting the add-on weapons. The unfortunate consequence is that when he reaches the end-of-level nasty he's woefully underarmed. After several long seconds of dodging the monster's bullets, Phil's laser has made little impact on the monster and it unleashes a fatal onslaught of homing missiles - 28700. A second attempt is much the same as the first, but at least improves his score to 33300.

Nick takes his turn next, and once again shows he's been watching other people's tactics. Level One, the Sea of Karnagh, is completed almost effortlessly through good use of bonus icons. Level Two, the Vanguard Warzone, is begun after Nick asks 242 to be turned down. With sampled speech informing Nick of the weapons he picks up, the tips expert smoothly completes the level. Carnage Rift seems little harder, until Nick fails by about two laser hits to turn a bonus icon into extra shield power. Nick bravely battles on a little longer but the mistake proves sadly fatal. Nevertheless his superb score of 102940 puts him, for the moment, in second place having beaten Gordon's score by just 450 points. Finally it's Robin H's turn. He's reviewed the game for TGM and his performance is predictably slick, scoring the first major upset of the Challenge by beating Maff's score. His 126390 win on another magazine's choice, together with his victory on *Thunder*

*Blade*, clearly puts him in the lead with a maximum of 12 points - and *Atron 5000* has yet to be played. But in second place Nick certainly isn't doing badly either and has eight points through two good third places on two 'away' games.

## HUNTER'S MOON

Competition now moves on to the second ZZAP! game - Gordon's esoteric shoot-'em-up *Hunter's Moon*. If the choice seems designed to please ZZAP! contributors it doesn't do badly for Gordon either. Without any apparent effort he scores a huge 46275. Little intimidated Robin H plays next, but can't

MAFF THE TAFF!

repeat his earlier successes and must be content with just 20100. Maff has never much liked *Hunter's Moon* and after just four minutes has to abandon his go in disgust. While Maff leaves for a grumble Phil once again has to tackle a game he's hardly played. Despite a determined effort he can manage no more than 8000. When Maff returns he gives a hint of how the game should be played scoring 15825. Robin C doesn't watch, however, and pays the price of inexperience, only just beating Phil with 9875. When Nick takes his turn he loses a life in practically the first second. He resets, changes joysticks and has another go. The cruel irony of the game is that the more Nick learns about the importance of patience in playing the game, the less time he has to practise it. Nevertheless his final score of 11200 is enough to give him a respectable fourth place.

Gordon's first place here has boosted him to joint second with Nick, each on 11 points. Robin H, however, is even further in the lead with 17 points. In fourth place there's Maff on ten points, in fifth Robin C has nine points, while Phil trails on five points in sixth position. On the next game, however, CRASH must surely do well.

## CYBERNOID

Clearly pleased with his crushing victory on *Hunter's Moon* Gordon chooses to be first on *Cybernoid*, a game he enjoys on the Amiga. The Spectrum game plays faster though, and at the end of his ten minutes Gordon has to be satisfied with 11800. Maff plays next and mumbling unrepeatable comments about the Spectrum manages a derisory 10900. Next one to take the

ROB.C. +  
MAFF!

OUR  
PHIL +  
MAFF!





Cybernoid challenge is Robin Candy. Having practised the game quite heavily on the Spectrum he seems a formidable opponent. He's decided to spend a lot of time on the jewel collection screens before dashing for the end of level bonus. Unfortunately he keeps dying while collecting jewels and is forced to reset. On his second turn he does a little better though, final score 6440. Robin H plays next and is soon in the lead again, finishing with 32670.

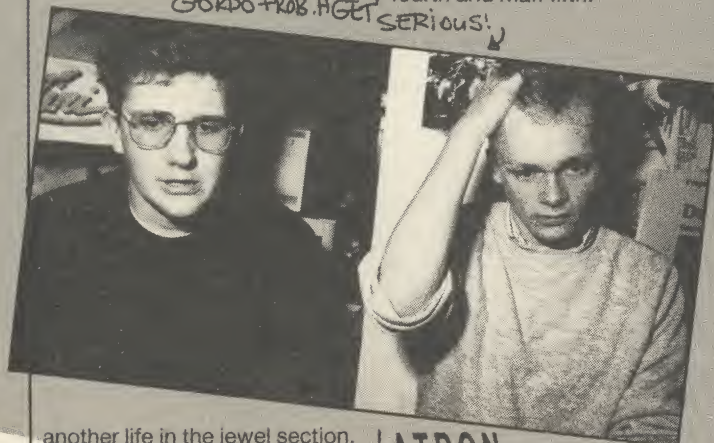
Possibly a little put off by watching Robin C's attempt Nick makes a terrible start, quickly losing two lives collecting jewels. He resets, only to lose

## MATCH DAY II

CRASH's 'Maradona' puts on a virtuoso display here beating Gordon 6-0, Robin C 2-0 and Robin H 4-0 to become undisputed champion. Robin H's narrow 2-1 victory over Robin C gives him second place and the latter third place. The final three positions see the two ZZAP! reviewers, and in particular Maff, mumbling over attribute problems as they see the Challenge going to Robin H. Despite their complaints they still beat Nick, (who considers the game beneath him), putting Gordon fourth and Maff fifth.

GORDON + ROB. H GET

SERIOUS!



another life in the jewel section. Wisely changing tactics he lays some mines to form a barrier behind which he blasts the aliens for jewels. A huge score is built-up and Nick finishes Level One with 31055 and only two lives lost. On Level Two he battles his way to another jewel screen and amasses 67752 before time runs out.

Can Phil now restore his games credentials? He too makes a shakey start and has to reset. But on his second go he's far more self-confident and his fingers flicker expertly over the Spectrum's keyboard. Unfortunately due to a lack of communication with his timekeeper he spends too much time on the Level Two's jewel screen and can't get to the second end-of-level bonus. His final score of 63157 gives him a well-deserved second place.

## ATRON 5000

The final game is something of a formality, but Robin H is unable to relax and apart from a close game with Gordon never looks threatened. Maff, despite hating the game, somehow comes second with Robin C in third place and Gordon in fourth. A close, 37-28 match between Phil and Nick gives the latter victory confirming his joint second-place finish with Gordon – both on 20 points. In fourth place, just one point behind it's Maff, then Robin C (18) and finally Phil on 17. Compared to such surprisingly close points Robin Hogg's victory on 32 points is all the more astounding – and leads to him being firmly put in his place in the after-match photo session.

Next month (or perhaps the month after – Ed) finally sees the return of Robin Candy in the eagerly-awaited *The Empire Strikes Back Challenge*. Different time, same place and all the fun of the fair. And let's wish Robin the very best of luck! He'll need it.

# CHART VOTING

# FORMS

EACH MONTH WE PICK OUT FIVE WINNERS FOR EACH CHART. THE ONLY WAY TO WIN IS TO ENTER. THIS IS YOUR CHANCE TO INFLUENCE THE CRASH CHARTS AND STAND A CHANCE OF WINNING £40 WORTH OF SOFTWARE. WE NEED YOUR VOTES. VOTE NOW!

Cut out your voting forms and send them off to **CRASH VIDEO CHART, CRASH ADVENTURE CHART, CRASH HOTLINE CHART and CRASH STRATEGY CHART PO Box 10, Ludlow, Shropshire SY8 1DB**

## VIDEO CHART

- 1 .....
- 2 .....
- 3 .....
- 4 .....
- 5 .....

Name .....  
Address .....  
Postcode.....

T-shirt size ☐

## HOTLINE CHART

- 1 .....
- 2 .....
- 3 .....
- 4 .....
- 5 .....

Name .....  
Address .....  
Postcode.....

T-shirt size ☐

## ADVENTURE CHART

- 1 .....
- 2 .....
- 3 .....
- 4 .....
- 5 .....

Name .....  
Address .....  
Postcode.....

T-shirt size ☐

## STRATEGY CHART

- 1 .....
- 2 .....
- 3 .....
- 4 .....
- 5 .....

Name .....  
Address .....  
Postcode.....

T-shirt size ☐

# FIRE

A N D

F O R G E T

THE FUTURE IS IN YOUR HANDS! FIRE AND FORGET! NEVER LOOK BACK

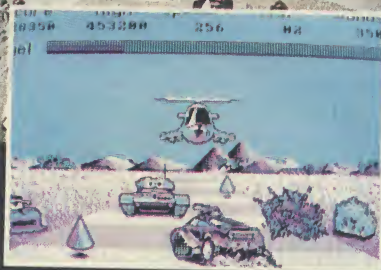
YOU ARE OUR ONLY CHANCE...



**TOP SECRET**  
COMING SOON FOR SPECTRUM 48/128, C 64/128  
AND AMSTRAD CPC



AMIGA VERSION



PS, PC, XT, AT VERSION



ATARI ST VERSION



**TITUS**™

UNIT 4 STANNETS LAINDON NORTH TRADE CENTRE BASILDON ESSEX SS156 DJ PHONE: (0268) 541126

© 1988 TITUS SOFTWARE CORP., TITUS AND THE TITUS LOGO ARE REGISTERED TRADE MARKS OF TITUS SOFTWARE CORP. COMMODORE 64/128, IBM, ATARI ST AND AMIGA ARE REGISTERED TRADEMARKS OF COMMODORE ELECTRONICS LTD, INTERNATIONAL BUSINESS MACHINES, ATARI INC AND COMMODORE AMIGA RESPECTIVELY

## KOBRAHSOFT SPECTRUM 48k/ 128k/ +2/ +3 UTILITIES

**SP3 TAPE TO +3 DISC UTILITY:**— Transfer tapes to +3 Disc. Many transfer examples Transfer PROTECTED progs; Handles Pulsing programs; FULL Manual; FREE Disassembler + Header Reader:— £7.95

**D.I.C.E.:**— Multi-function disc utility for the +3. Modify and read sectors, Back up discs; FULL Directory; Recover erased files; Lock out faulty files; Erase/Rename files; String search; Menu Driven; Easy to use:— £12.95 on Disc.

**IMBOS 2.0:**— Gives 66 NEW Micro drive commands including MIRROR; FX Sound, TEXT SCROLL; and many more. Complete with 10 mins demo and ORGAN program:— £9.95

**SW1 TAPE TO WAFADrive UTILITY:**— Transfer tapes to Wafadrive. Handles PROTECTED programs; Pulsing programs; FULL Manual; FREE Disassembler:— £7.95

**SC5 ADVANCED TAPE UTILITY:**— Backup the vast majority of your tapes. Handles Fast Loaders, LONG blocks (up to 80k by code compression); Pulsed programs; Multi blocks; 128k programs:— £7.95

**KOBRAHSOFT SPECTRUM CODE COURSE:**— FULL course from beginner to advanced level. Applies to ALL Spectrums. Suitable for everyone. Comes with FREE Disassembler:— £20

**DB1 PLUS 3 DISC BACK UP UTILITY:**— Make backups of +3 ordinary AND protected discs, either to Disc or to TAPE, easy to use:— £12.95 (on disc)

ALL UTILITIES COVERED BY OUR MONEY BACK GUARANTEE — BUY WITH CONFIDENCE!

Send cheque/P.O. to: 'KOBRAHSOFT', DEPT CR, 'Pleasant View', Hulme Lane, Hulme, Nr Longton, Stoke-on-Trent, Staffs. ST3 5BH. (Overseas:— EUROPE add £1 P+P PER ITEM, others £2). Send SAE for detailed Catalogue — mark envelope 'ENQUIRY'.

If you require any further information, please telephone:— 078 130 5244

### SPECTRUM TAPE TAPE - TAPE UTILITY B

Yes TUB will back up most of your TAPE based software, including most of the recent jerky loaders and those programs with a counter — converts for reliable loading. Can measure speed of faster loaders, manages 100% accurately many blocks over 51k, etc. etc. Unrivalled. On tape at £7.50.

### SPECTRUM TAPE TO DRIVE — TP5

A complete software package (includes TUB) to transfer hundreds of programs to your drive — manages some that hardware devices can not reach! Jerky and counter loaders managed easily, but program not for the novice. Only £12 (+£1 on m/drive cart). INFORMATION BOOK covering over 400 transfers, including many top 20 hits £2.50 extra with TP5.

### M/DRIVE OWNERS — MICROMATE

The only complete package for m/drive owners, and it pays for itself! These are just some of its features: Format (up to approx 104k), Clone, sector editor, reconditions cartridges, repairs and gives condition of files, 'boot' program, multiple ERASE, rename, true CAT. Copies tape to drive (unsecured), drive to drive, drive to tape. It has so many features and is unique. YOU MUST HAVE THIS PROGRAM IF YOU HAVE A M/DRIVE! £13.99 on m/drive cartridge.

### CODE COMPRESSOR, Z80 TOOLKIT

Code compressor — compresses machine code — many uses, but ideal with hardware devices that don't compress code. Only £4.50. Z80 Toolkit — An superb assembler (full screen editor), fast disassembler, single step to see how m/c works, loader, hex/dec toggle, tutorial — ideal for ALL particularly beginners — only £7.99. State TYPE OF SPECTRUM + drive system when ordering. E.g PLUS 3 or 128k with Opus disc drive. M/drive cartridges £1.75 each (min 4).

ALL PROGRAMS CARRY OUR MONEY BACK GUARANTEE (not updates — phone for prices of these). All prices inclusive except add £1 Europe, £2 others. SAE for full details. LERM DEPT CR, 11 BEACONFIELD CLOSE, WHITLEY BAY, NE25 9UW. (Tel. 091-2533615)

Dial into SHADES — the ultimate adventure

0898  
10 0890

(available to modem users at 1200/75 baud rate, in scrolling or viewdata modes. All calls charged at 5.06p per 12 seconds off peak, and 5.06 per 8 seconds peak, inclusive of VAT)

AT LAST!

## SPECTRUM SPARES

AT REALISTIC PRICES

All prices include post/packing, handling and VAT

ULA 6C001	£11.99	SPECTRUM K/BOARD MEMBRANE	£4.99
128k ROM	£11.99	SPECTRUM K/BOARD MAT	£5.49
Z80A	£2.99	SPECTRUM K/BOARD TEMPLATE	£4.99
7805 REG	£1.49	SPECTRUM+ MEMBRANE	£9.99
4116 RAM	£1.49	MODULATOR	£9.99
SPECPSU	£10.49	S/MANUAL	£22.99

Remember all prices include P & P, handling and VAT

Full spares list available / Trade enquiries welcome

Access/Visa. 24-hour T.A. service

SPECTRUM REPAIRS £9.99 + PARTS

## ELECTRONIC SERVICES

176 VICTORIA ROAD WEST, CLEVELEYS, BLACKPOOL FY5 3NE  
Tel. (0253) 822708



## "Clive Drive"™

### The Drive Built for the SPECTRUM

Replace the slow and load error prone cassette with the "Clive Drive".

- Gives faster save and load facility with verify. Responds to all Spectrum drive commands, like — format — merge — cat and others.
- Built-in Power Supply.
- Inexpensive Media.
- Drive and Printer Interface included.
- Disc Drives are also available for many other systems which provide an external port.

### Clive Drive Specifications:

200 Sectors/Side  
256 Bytes per Sector  
Total 50K/Side  
2 Sides per disk, just flip over  
Typical Access Times:

Format	24 Sec
Save	13 Sec
Load	13 Sec
Save & Verify	16 Sec

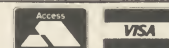
### Clive Printer

- 80 Characters per second on 8.5" thermal paper.
- 80 column of normal Tx6 matrix characters.
- 160 column of condensed characters.
- 40 column of expanded characters.
- fully dot addressable graphics.
- inverse printing.
- vertical tabs, various line spacing.
- fixed and programmable column tabs.
- bi-or-uni-directional printing.
- full ASCII and international character sets.

A Superior value from

**ERGO SYSTEMS Ltd.**

Ireland



Unit T9, Stillorgan Industrial Park, Stillorgan, Co. Dublin, Ireland. Tel: 353-1-952529. Fax: 353-1-953625. Telex: 91810



**You'd better believe it! SANXION is hitting your Spectrum screens; and it's hitting it hard and fast! The ultimate in horizontally scrolling shoot 'em ups, a previous number one hit, is going to big . . . but you'll never realise how big until you experience SANXION yourself! Operation SANXION is in action!**

**£8.99 cassette or  
£12.99 +3 diskette**



**1 Saturn House Calleva Park Aldermaston  
Berkshire RG7 4QW (07356) 77261**

# The Pro's Choice



**@mpetition PRO**

**5000**

Arcade quality joystick fitted with super sensitive microswitches for the ultimate in joystick control.

Features include dual fire buttons for left or right hand operation; firm base pads for non-slip control and a robust steel shaft with rubber return for a smoother operation.

**£14.95\***

**@mpetition PRO**

**5000**

**CLEAR**

Arcade quality joystick with all features of the Competition Pro 5000 but with an exciting clear case. SCORE LIKE A PRO!

**£15.95**



**@mpetition PRO**

**EXTRA**

A brand new fully micro-switched arcade quality joystick. Features include RAPID FIRE; UNIQUE SLOW MOTION; dual fire buttons; firm base pads, for non-slip control and a robust steel shaft with rubber return for a smoother operation.

**£16.49**

The Competition Pro range of joysticks carry a two year guarantee. The Competition Pro 5000 and Pro Extra are suitable for use with the following computers:

Amstrad/Schneider (certain models require an interface for Rapid Fire Slow Motion features); ZX Spectrum (when used with an interface); MSX computers; Atari ST; Commodore 64; VIC 20 and Amiga. Amstrad; ZX Spectrum; Atari; and Commodore are trade marks respectively of: Amstrad Consumer Electronics p.l.c., Atari International, Commodore International Ltd.

**DYNAMICS marketing Ltd**

\* Available from Boots, Argus and all good computer retailers.

NEW COIN STREET ROYTON OLDHAM OL2 6JZ ENGLAND  
TELEPHONE: 061 626 7222 TELEX: 669705 COING

**PHG**  
PETER HARRIS GROUP

# INSPECTOR ELECTRIC

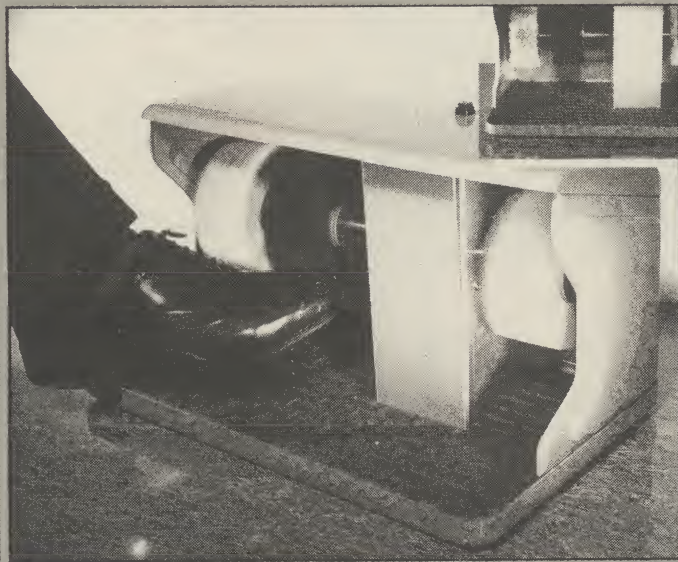
Jingle bells, jingle bells,  
jingle all the way.

Brand new toys on Christmas morn . . .  
no batteries till Boxing Day.

Crucial people need crucial accessories. And there's no person more crucial (or rich) than MEL CROUCHER (apart from Nick Roberts). So we asked Mel what he thought would be the top trendy gadgets of this Christmas season. It doesn't matter what they do (preferably nothing), just so long as no-one else has got them. Here's what he came up with . . .

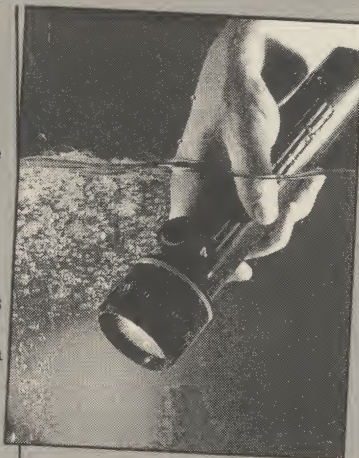
## Electronic Cobblers

We kick off first with an incredible techno toy for shoe care, so cobblers beware! The Valetmaster Shoe Valet only needs two-hundred and forty volts, and £79.95 of your money, to do the job that an old rag can do just as well. Just plug it in, turn it on and put your foot in it. And what's more, the advertising blurb reckons that it 'only takes a few minutes' to do what hand-polishing can achieve in seconds. Brilliant!



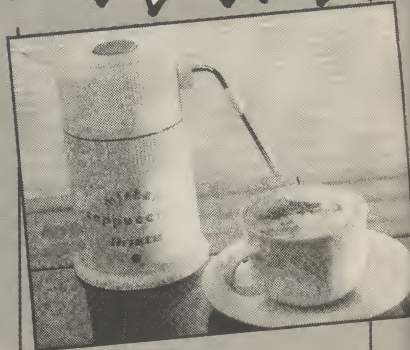
## Let there be light

Next, let me spotlight another really useful item that should be on everyone's Christmas list. The Power Beam 2000 torch costs a mere £9.95 and is made of, wait for it, plastic! It features a 'convenient ring binder' for slipping into last Christmas's Filofax, and is designed to work at a depth of ten metres underwater. So next time grandad drops his false teeth down the loo, simply reach for your Power Beam and jump down the U-bend to rescue them.



## Frothy coffee

Fed up with flat coffee? Of course you are, but the flat coffee misery is now at an end, thanks to this space-age mains-powered coffee spoon at only £29.95. You can also use its steam injection nozzle to clean out the wax from your ears! — although this is not recommended by the manufacturers.

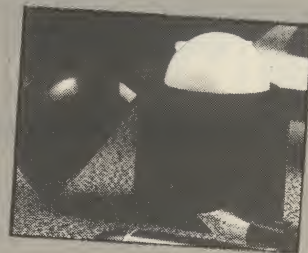


## Balls and yet more balls

Balls are definitely IN this Christmas, and here's my round-up of crucial gadgets to help you get the best out of them, kicking off with the Check-Go 'sweet spot' finder. You simply plonk your favourite ball inside the gizmo, then wait while a 10,000rpm motor spins it around and finds its natural axis. Then you mark the axis with a special pen and remove your ball. Only £19.95 including batteries and pen. What? Oh, sorry. It's meant to improve your golf.

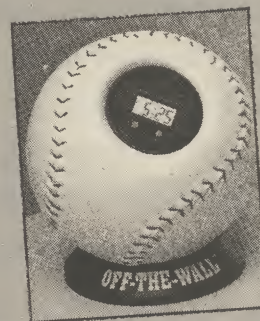
## Massaging doors

A must for anyone who wants to massage their eggs with balls (or vice versa) and I quote, 'When executive stress starts to attack, close the door . . . and massage it away.' Yes folks, get rid of those stressful doors with this battery-operated personal vibration device (batteries not included) at £6.65. You can also emboss your balls with your initials, using a vicious looking cast iron machine, but I will not publicize it for reasons of bad taste.



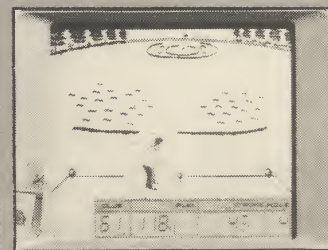
## Anyone for tennis?

Now why didn't I think of this one before! For a mere £11.95 you can buy an electronic digital alarm clock in a ball, and when it goes off in the early hours you can throw it away. There's also a baseball for Channel 4-viewing readers.



## Tee time

Advertised as 'the first game of its kind' (by someone who's been living on another planet for the past five years), this computer game really does feature a whole load of balls. One or two players can choose from a staggering selection of one course (18 holes, though!), and play this incredible simulation on a huge 2 3/4" screen. But the real breakthrough is in the price of Pro Golf, because although it displays slightly less than a £1.99 golf simulator, it only costs £49.95.



# RGADGET IN C DREAMS

## Short and curlyies

And now for a selection of intimate gifts. First, I am proud to report a cure for premature baldies like me. Yes folks, for only £12.95 you can buy an aerosol can of MANE spray-on hair. It contains a sort of electrostatic muesli, and at last you will be able to turn into a werewolf and damage the ozone layer at the same time. A vital purchase.



## Pulling the wool

All right, I know I've recommended this amazing device in a sister publication (THE GAMES MACHINE), but I consider it my duty to spread the word as widely as possible (and get as much money as possible—Ed). Not recommended for people with Belfast accents, the Clothes Shaver is a battery operated clothes groomer 'for removing all those irritating fluffy balls.' No longer do we have to rely on silly old-fashioned fingers, now we can spend £5.95 and shave our woolies electrically.



## Shut up! Shush!

Probably my favourite techno toy this season. A user-friendly set of bathroom scales, accurate to 'the nearest pound' (wow, doncha just love hi-tech.) Not only can it remember the weights of up to five people (don't ask me how you get five people to stand on it), but it will also tell you how much pork you've gained or lost since yesterday, wish you 'goodbye' and 'have a nice day', and plead for some new batteries if somebody misses the urinal. Its synthetic voice sounds like Ronald Reagan on acid, and you'll be pleased to know that it only costs £89.95 excluding the seven batteries it needs to operate.

## Forget it!

Forget those pocket cassette recorders that offer hours of record and playback, here's a real bit of techno innovation. The Plus Voice Memo only costs the same as a normal recorder, but for £19.95 you get a whole Thirty Seconds of looped tape. Imagine what you could record in a whole thirty seconds folks, literally dozens of words.

And that's not all, after playback the tape automatically resets for next time you want to record the first verse of your favourite song, and you can wipe out your last memo completely by automatic accident.



## Note the message

The vital communications modem that we've all been waiting for. A miniature plastic grand piano for £29.95 with numbered keys for easy dialling, and a neat little lid that you stuff in your ear if you want to make a phone call. Should you 'want to relax in complete privacy, you can simply turn the telephone off!'. You will be pleased to hear that it comes complete with an approved BT plug, although the straitjacket appears to be missing.



## Dancing in the dark

Here's a fantastic way to deal with pick pockets, a light-sensitive wallet which screams if it gets nicked. For a mere £14.95 you can keep all your cash and credit cards in the Alarm Wallet and press the little light-sensitive burglar alarm that goes off when you take it out. Then just hope that nobody decides to steal it in the dark, when 85% of all burglaries take place. Whoops!

## More nickers

Speaking of nickers, how about an electronic guard dog for £44.95? The Boston Bulldog gets plugged into the mains, and doesn't need feeding, taking for walks or a pooper-scooper to clear up after it. It will detect any loud noise at a range of several feet, and start barking fierce warnings for up to a minute. Naturally, you will have to ask any burglars to make a loud noise when they come to call, but apart from that . . .

## I wasn't pushed . . .

Fresh on the market, this £9.95 product should really clean up. It not only cleans both sides of the window at the same time, it also cleans both sides of the window at the same time. (!) Unfortunately it ain't suitable for double-glazing, high-rise buildings, strong winds and people with no sense of humour, but with luck you may persuade mum's hair curlers and any other stray metallic objects to crash through the window.

Well folks, I hope that this careful analysis of the latest high-tech gift ideas has solved all of your present-buying problems. I know it's helped me. After careful consideration I have decided to give everyone the same sensible item which is the very latest utility product. My choice? Edible knickers. Male or female, £3.95 from Estcourt Trading of Tetbury in Gloucester. All of my other recommendations are available from Premiere or Innovations mail order (☎0793-514666 for more information and a catalogue), and if you decide to buy them then you're even dafter than me. Merry Christmas . . .

£1.25

out now

# the GAMES machine

COMPUTER & ELECTRONIC  
ENTERTAINMENT

WATCH  
OUT  
SOLDIER!

**KILL!**



**KILL!**

**KILL!**



## BLOODY MAYHEM

in P.O.W, VETERAN, OPERATION WOLF

## PIRATES

TGM  
investigates



## THE FRENCH CONNECTION

Exclusive Ere Informatique  
report from Paris

## AVOIDING REALITY- the Croucher way

MAGGIE'S  
RUBBER  
FANTASIES

**WIN!**  
A Trip to Combat Zone  
A £250 sports voucher  
An Amiga 500



**Open 10 am to 8 pm 6 days a week**



If you wish to purchase any product from our list and find that you can buy the same product cheaper from another mail order company, simply enclose the lower amount, stating the name of the other company and where you saw the advert. (It must be a current issue). Price Promise does not apply to other companies' "Special Offers."

**ENQUIRIES  
RING  
01-567 7621**

1943		
A.T.F.	8.95	6.99
ACE 2088	8.95	6.25
ACTION FORCE II	7.95	5.50
AFTERBURNER	8.95	6.50
AIRBOURNE RANGER	9.95	6.99
ALIEN SYNDROME	14.95	11.20
ARKENOID II - REVENGE OF DOH	9.99	6.95
ARTURA	7.95	5.50
	7.99	6.50

**ANY TITLE ONLY £3.99**

ARKANOID  
ARMY MOVES  
AVENGER  
EARTHLIGHT  
EMPIRE STRIKES BACK  
FIREFLY  
GAME OVER  
GUTZ  
LIVING DAYLIGHTS  
QUAZERTON  
RENEGADE  
ROBIN O THE WOOD (128K)  
SORDERON'S SHADOW  
STAR WARS  
WINTER OLYMPIAD

BARBARIAN II	9.95	6.75
BLACK TIGER	8.99	6.50
BOOT CAMP 19	8.95	6.50
BUTCHER HILL	7.99	6.50
CARRIER COMMAND	14.95	9.95
COMBAT SCHOOL	7.95	4.99
CORRUPTION	15.95	4.50
CYBERNOID II	7.95	6.50
DALEY THOMPSON OLYMPIC CHALLENGE	9.95	6.99
DARK FUSION	7.99	6.50
DARKSIDE (Disk £10.50)	9.95	6.75
DOUBLE DRAGON	7.99	5.50
DRAGONUS	2.99	2.99
DREAM WARRIOR	8.99	6.50
DYNAMIC DUO	7.99	5.50
ECHOLON	9.99	7.99
ELIMINATOR	8.99	6.50
EMLYN HUGHES INT SOCCER	9.95	6.99
FERNANDEZ MUST DIE	8.95	6.50
FOOTBALL DIRECTOR	8.95	6.00
FOOTBALL MANAGER II	9.95	6.50
G.I. HERO	7.95	5.50
GAMES WINTER EDITOR	9.95	7.99
GARY LINEKER'S HOTSHOT	7.99	6.50
GUERILLA WARS	9.95	5.50
GUNSHIP (Disc £9.99)	9.99	6.40
INTENSITY	7.95	5.50
LANCELOT	14.95	10.50
LASER SQUAD	9.95	6.99
LAST NINJA II	12.99	8.99
LEBOARD TOURNAMENT +3	14.95	11.99
LIVE AND LET DIE	8.95	6.50
MARAUDER (Disk 9.99)	7.99	6.50
MATCH DAY II	7.95	5.99
THE MUNSTERS	9.95	6.99
NETHERWORLD	9.95	8.50
NIGHT SHADE	9.95	4.99
NOT A PENNY MORE OR LESS	14.95	4.99
MINDFIGHTER	7.99	6.50
MOTOR MASSACRE	14.95	11.20
NIGHT RAIDER	9.99	7.99
OPERATION WOLF	7.95	5.50
OUT RUN	8.99	7.50
PAC LAND	8.99	6.50
PLATOON	9.95	6.75
PRO SOCCER SIMULATOR	9.99	6.99
r-TYPE	8.95	6.50
RAMBO 3	7.95	5.50

**200 GAMES ONLY £5.90**

ANTICS	DEMON KNIGHT	TUBECUBE
PLANTFALL	NED'S GARDEN	INVASION
GRIDRUNNER	SPACE INTRUDERS	ESCAPE
BISMARCK	MIGHTY MAGUS	LAZERZONE
METEOR STORM	FALL OF ROME	STRONTIUM DOG
JET SET GORTIE	DRAUGHTS	PYRAMANIA
3D TUNNEL	XADOM	MICROMOUSE
STOCKMARKET	DETECTIVE	DRAGONS BANE
FRIDGE FRENZY	20 TONS	CARPET CAPERS
THE VALLEY	CHESS PLAYER	BLACK PEARL

1K + RENEGADE  
RAMPAGE  
BARBARIAN  
SUPERSPRINT

1K + RENEGADE  
RAMPAGE  
BARBARIAN  
SUPERSPRINT

GHOSTS & GOBLINS +  
PAPERBOY + ENDURO RACER  
+ LIVING DAYLIGHTS +  
DRAGONS LAIR 1 + DRAGONS  
LAIR 2

GHOSTS & GOBLINS +  
PAPERBOY + ENDURO RACER  
+ LIVING DAYLIGHTS +  
DRAGONS LAIR 1 + DRAGONS  
LAIR 2

SABOTEUR + SABOTEUR 2  
SIGMA 7 + CRITICAL MASS  
AIRWOLF + DEEP STRIKE  
TURBO SPIT + THANTOSS  
BOMB JACK II + COMPACT LYNX

SABOTEUR + SABOTEUR 2  
SIGMA 7 + CRITICAL MASS  
AIRWOLF + DEEP STRIKE  
TURBO SPIT + THANTOSS  
BOMB JACK II + COMPACT LYNX

Matchday II, Ian Botham, Basket Master, Track and Field, Super Hang-on, Superbowl, Winter Olympiad '88, Steve Davis Snooker, Nick Faldo Open Golf, Indoor Sports

Matchday II, Ian Botham, Basket Master, Track and Field, Super Hang-on, Superbowl, Winter Olympiad '88, Steve Davis Snooker, Nick Faldo Open Golf, Indoor Sports

XECUTOR + INSIDE OUTING +  
BOBBY BEARING + SHADOW  
SKIMMER + MINDSTONE +  
WARLOCK + PYSTRAXX +  
BRIAN BLOODLAKE + THATS  
THE SPIRIT + STARRIKE

XECUTOR + INSIDE OUTING +  
BOBBY BEARING + SHADOW  
SKIMMER + MINDSTONE +  
WARLOCK + PYSTRAXX +  
BRIAN BLOODLAKE + THATS  
THE SPIRIT + STARRIKE

PULSATOR + CITY SLICKER  
REVOLUTION + STARQUAKE  
DEACTIVATOR + SACRED ARMOUR  
BRIDE OF FRANKENSTEIN + UCHI MATS  
CONTACT SAME CRUISE + DANDY  
PYRACURSE + SPIN DIZZY

PULSATOR + CITY SLICKER  
REVOLUTION + STARQUAKE  
DEACTIVATOR + SACRED ARMOUR  
BRIDE OF FRANKENSTEIN + UCHI MATS  
CONTACT SAME CRUISE + DANDY  
PYRACURSE + SPIN DIZZY

NICK FALDO PLAYS THE OPEN  
SORCERY  
CODENAME  
MAT II  
EVERYONE'S A WALLY

NICK FALDO PLAYS THE OPEN  
SORCERY  
CODENAME  
MAT II  
EVERYONE'S A WALLY

**DISC £13.95**  
HEAD OVER HEELS  
COBRA & ARKANOID  
SHORT CIRCUIT + WIZBALL  
FRANKIE GOES TO HOLLYWOOD  
GREAT ESCAPE + YIE AR KUNG F

**DISC £13.95**  
HEAD OVER HEELS  
COBRA & ARKANOID  
SHORT CIRCUIT + WIZBALL  
FRANKIE GOES TO HOLLYWOOD  
GREAT ESCAPE + YIE AR KUNG F

IF  
 AUF MONTY + MASK  
 DEATHWISH 3 + JACK THE NIPPER 2  
 BULL DOG + THING BOUNCES BACK  
 FINAL MATRIX + BASIL THE GREAT MOUSE  
 DETECTIVE  
 CONVOY RAIDERS + SAMURAI  
 TRILOGY  
 REBOUNDER + DUCT

IF  
 AUF MONTY + MASK  
 DEATHWISH 3 + JACK THE NIPPER 2  
 BULL DOG + THING BOUNCES BACK  
 FINAL MATRIX + BASIL THE GREAT MOUSE  
 DETECTIVE  
 CONVOY RAIDERS + SAMURAI  
 TRILOGY  
 REBOUNDER + DUCT

GAUNTLET  
ACE OF ACES  
LEADERBOARD  
WINTER GAMES  
INFILTRATOR

GAUNTLET  
ACE OF ACES  
LEADERBOARD  
WINTER GAMES  
INFILTRATOR

**DISC £10.99**  
ARMY MOVES

**DISC £10.99**  
ARMY MOVES

**Ikari Warriors, Buggy Boy,  
Thundercats, Dragons Lair,  
Enduro Racer**

**Ikari Warriors, Buggy Boy,  
Thundercats, Dragons Lair,  
Enduro Racer**

FEATURING: BASKETBALL · SOCCER · VAULT  
SWIMMING · SHOOTING · ARCHERY · TRIPLE JUMP  
WEIGHTLIFTING · PING PONG  
PISTOL SHOOTING · CYCLING · SPRINGBOARD  
DIVING · GIANT SLALOM · ROWING  
PENALTIES · SKI JUMP · TUG OF WAR · TENNIS  
BASEBALL · BOXING · SQUASH · SNOOKER/POOL

FEATURING: BASKETBALL · SOCCER · VAULT  
SWIMMING · SHOOTING · ARCHERY · TRIPLE JUMP  
WEIGHTLIFTING · PING PONG  
PISTOL SHOOTING · CYCLING · SPRINGBOARD  
DIVING · GIANT SLALOM · ROWING  
PENALTIES · SKI JUMP · TUG OF WAR · TENNIS  
BASEBALL · BOXING · SQUASH · SNOOKER/POOL

Elite, Sentinel, Tetris  
Ace II, Star Glider  
**TAITO COIN OP HITS**  
**ONLY £7.99**  
Rastan, Flying Shark, Arkanoid  
Slap Fight, Bubble Bobble  
Arkanoid II, Legend of Kage  
Reneegade

Elite, Sentinel, Tetris  
Ace II, Star Glider  
**TAITO COIN OP HITS**  
**ONLY £7.99**  
Rastan, Flying Shark, Arkanoid  
Slap Fight, Bubble Bobble  
Arkanoid II, Legend of Kage  
Reneegade

ANDY CAPP  
 CROSSWIZE  
 D. THOMPSON SUPERTEST  
 128K  
 DRAGONS LAIR I OR II  
 DYNAMITE DAN  
 EQUINOX  
 GOTHIC  
 GYRON  
 MANTRONIX  
 MS PACMAN  
 MYSTERY OF THE NILE  
 NEMESIS THE WARLOCK  
 NEMISES  
 NEVER ENDING STORY (128k)  
 POLE POSITION  
 ROBIN OF WOOD (128k)  
 ROCK 'N' WRESTLE  
 SHADOW FIRE  
 SIDE WIZE  
 STAR PAWS  
 SUPER SPRINT  
 TYRON

	R/R	OUR PRICE
RASTAN SAGA	7.95	5.90
ROAD BLASTERS	8.99	7.50
ROBO COP	7.95	5.50
ROY OF ROVERS	7.99	6.50
RYGAR	8.99	7.50
SALAMANDER	7.95	5.90
SAVAGE	7.99	5.50
SILICON DREAMS	14.95	5.99
SOLDIER OF LIGHT	7.95	5.90
SOLDIER OF FORTUNE	7.95	5.50
STREET FIGHTER	8.99	7.50
SUMMER OLYMPIAD	7.95	5.50
T-WRECKS	7.99	6.50
TARGET RENEGADE	7.95	5.50
TECHNOCOP	7.99	6.50
TELADON	8.99	6.50
THUNDERCATS (Disc E9.99)	7.95	5.20
THUNDER BLADE	8.99	7.45
TIGER ROAD	8.99	7.25
TRACK SUIT MANAGER	8.95	6.50
TRIAL PURSUIT (New Beginning)	14.95	11.20
TYPHON	7.95	5.50
VICTORY ROAD (Disc E9.99)	7.99	5.50
VINDICATOR (GREEN BERET II)	7.99	5.90
VIRUS	7.95	5.50
WHERE TIME STOOD STILL (128K)	7.95	5.90
WORLD CLASS LEADERBOARD	8.99	7.50

**ONLY £1.99**  
**3-D COMBAT ZONE & CHESS**  
**EDDIE KIDDS JUMP CHALLENGE**  
**HEARTLAND**  
**IAN BOTHAMS CRICKET**  
**I OF THE MASK**  
**MANIC MINER**  
**PITFALL II**  
**TINDERBOX**  
**TOY BIZARRE**  
**ZEN II**

Please send me the following titles. BLOCK CAPITALS please!

Title	Amount
Total enclosed £	

Total enclosed £

Date .....

Name .....

Address .....

.....

.....

.....

Tel. no. ....

**BARGAIN SOFTWARE**  
**309 GOLDHAWK RD**  
**LONDON W12 8EZ**

Please make cheques or postal orders payable to **BARGAIN SOFTWARE.**  
 Prices include P & P within the U.K: Europe please add £0.75 per tape:  
 Elsewhere please add £1.00 extra per tape

**SPECIAL OFFER  
QUICKSHOT 2  
JOYSTICK  
£5.20!**

**VISIT OUR NEW SHOP  
18 MARKET SQUARE  
LEIGHTON BUZZARD  
BEDS**



# YOU'LL BE GRIPPING THE EDGE OF YOUR COMPUTER.. AS YOU ATTEMPT TO CONQUER EPYX'S.. FINAL ASSAULT

Take the challenge to conquer the perils of nature's unknown...you're at the foot of one of the world's highest mountains. Snow covered slopes, dangerous crevasses, sheer glaciers and a jagged rockface await you as you attempt one of the most gruelling sports ever created.

Pack your rucksack with climbing gear and food supplies, practise on the training slopes and then decide which of the six treacherous trails to tackle. You'll be tested to the limit by challenges in terrain, weather and your 'health'. Take note of the advice of your safety guide and never underestimate the challenge that lies ahead of you as you could fall thousands of feet or freeze to death in the sub zero temperatures.



© 1988 EPYX Inc. All rights reserved.  
EPYX is a registered trademark no. 19527



SCREENS FROM ATARI ST VERSION

US GOLD LTD., Units 2/3, Holford Way,  
Holford, Birmingham B6 7AX.

Amiga  
Atari ST  
IBM PC + compatibles  
Spectrum 48/128K  
CBM64/128

# FINAL ASSAULT



IS IT REAL ?.. OR IS IT.. **EPYX**

# DO AS THE MUNSTERS DO AND VISIT THE LONDON DUNGEONS (WOOO!)

## THE MUNSTERS

are coming!!!

Aaaaagh, what's this, a bunch of ghosts and ghouls have just appeared through the wall of my broom cupboard. Bwah! Help, mummy minion, I'm fwightened. Aaaaagh, what's this, Alternative Software have set up a new software label called **Again, Again**, inspiring loads of mega-corny jokes. Their first release isn't a joke though, and you certainly wouldn't catch me playing such a scarey game as the computer version of *The Munsters*. But for braver folk than me here's what it's about . . .

Apparently all is not well at 1313 Mockingbird Avenue. The Munsters' home has been overrun by all sorts of nasty ghosts and ghouls, and things that go bump in the night. Not only that, but the swines have kidnapped Marilyn, the only non-Munster in the house, and carried her away. So it's up to the other Munsters to search the surrounding countryside and find her.

Well, after I had recovered from the fright of the message bearing ghosts, I contacted Again, Again, again, by a much less-spooky communications system – the telephone – and asked them what prizes were on offer in this spooky comp. **First prize for two (un)fortunate people** is an all-expenses paid trip, for each winner and a friend (if they can manage to drag anyone along), to **The London Dungeons**. This is a collection of some of the most horrible exhibits ever shown. I've never been there myself (cos I'm a

coward), but apparently my great great uncle is on show; mainly because he became notorious for boring fifty people to death at a dinner party he once held.

The winners will also receive a copy of *The Munsters* game.

Also standing to be scarified by a copy of this ghostly program are the **thirty (un)lucky second prize winners**. So if you would like to win a trip to The London Dungeons, or a copy of the game, it's photo caption time again (again) folks. Just tell us what lovable Herman Munster is saying, and you could win one of the scarey prizes. The usual rules apply, and no entries received after January 1 will even be considered, sorry but that's the way it is. Send all entries to **BWAH! I'S FWIGHTENED, CRASH, PO Box 10, LUDLOW, Shropshire SY8 1DB.**



# CRASH

COMPETITION



NAME .....  
ADDRESS .....  
POSTCODE .....

# The Instant Catalog

VOL. 1. X-MAS SPECIAL WIN AN ATARI ST. No. 1

## COMPILATIONS

19 Boot Camp	6.75	Gold Silver Brouce	10.10	Lineker's Superskills	5.40
Action Force II	6.10	Ultimate - The Works	8.80	Gunship	6.75
Alien Syndrome	6.10	10 Great Games 2	8.80	Heroes of the Lance	6.75
Bard's Tale	6.10	20 Chatterboxes	8.80	Hopping Mad	5.40
Bionic Commando	6.10	Fists 'N' Throilles	8.80	Hotshot	6.10
Crosswise	5.40	Flight Ace	10.10	Ingrid's Back	10.10
Cyberoid II	5.40	Frank Bruno's Big Box	8.80	Lancelot	10.10
Daley Thompson's OC	6.75	Game Set Match	8.80	Live and Let Die	6.10
Dark Side	6.75	History in the making	6.75	Match Day II	5.40
Earthlight	6.75	Karate Ace	10.10	Netherworld	5.40
Empire Strikes Back	6.75	Konami Arcade Col	6.75	Night Raider	5.40
Great Giana Sisters	6.10	Live Ammo	6.75	Pacmania	6.10
Impossible Mission II	6.10	MEGA Vol 1	8.80	Pepsi Challenge	5.40
Intensity	5.40	Magnificent Seven	6.75	Peter B's Int Football	6.10
Laser Squad	6.75	Space Ace	10.10	Platoon	6.75
Last Ninja 2	8.80	Summer Games	8.80	Pro Soccer Simulator	6.10
Marauder	5.40	Summertime Specials	8.80	Psycho Pigs UXB	6.10
Mickey Mouse	5.40	Tato Con on His	8.80	R-Type	6.75
Mindfighter	10.10	We are the Champions	6.75	Rambo III	6.10
Overlander	5.40			Road Blasters	6.10
Skate Crazy	5.40			Robocop	5.40
Soldier of Fortune	5.40			Roy of the Rovers	5.40
Sophistry	5.40			SDI	6.75
Stalingrad	6.75			Salamander	5.40
Supreme Challenge	8.80			Samurai Warrior	5.40
Target Renegade	5.40			Sanxion	6.10
Time & Magic - Disk	10.10			Savage	6.10
Virus	5.40			Silent Service	6.75
Where Time Stood Still 128	5.40			Soldier of Light	5.40
1943 Battle of Midway	6.10			Spitting Image	6.75
4x4 Off-Road Racing	6.10			Street Fighter	6.10
Acrojet	6.75			Strip Poker 2	5.40
After Burner	6.75			Super Hang On	6.75
Airborne Ranger	6.75			T-Wrecks	5.40
Alternative World Games	5.40			Thunder Blade	6.10
Artura	5.40			Tiger Road	6.10
Barbarian - Psy	6.75			Tracksuit Manager	6.75
Barbarian II	6.75			Train - Escape Normandy	6.10
Beyond the Ice Palace	5.40			Trivial Pursuit ANB	10.10
Black Tiger	6.10			Typhoon	5.40
Bobby Yazz Show	5.40			Vindicator	5.40

ORDER OVER £10

GET A FREE

CRASH SMASH

INSTANT, Boston House, Abbey Park Road, Leicester LE4 5AN

Mail Order Only. State Computer's make and model.

P&P: 50p on orders under £5. EEC 75p per title.

Whole World £1.50 per title for Air Mail.

New titles sent on the day of release.



0533 510102

FOR DISK PRICES & NEW RELEASES PLEASE RING US.

ONE OF THE BIGGEST SELLING GRAPHIC PROGRAMS

CRASH SAID:-  
Clearly  
Superior  
(to Art Studio)

YS SAID  
Just when  
you thought it  
was safe  
to buy  
Art  
Studio

IT EVEN HAS A DEMO MODE!!

DISC  
COMPATIBLE

NEW

STOP PRESS!

## POSTER MACHINE

Produce Posters and Banners of all  
shapes and sizes (HIGHLY ADDICTIVE!)

Poster Machine	£5.95
Animator1 (48/128)	£12.99
Animator1 + D/Deciple	£14.95
Animator1 + 3	£19.95
Spanish Manual	£9.95

HIGHLY ADDICTIVE!

SOFTCAT

AVAILABLE AT YOUR LOCAL STOCKIST OR DIRECT THROUGH OUR FAST MAIL  
ORDER (P&P FREE (export add £2.00)) CHEQUES / P.O.s PAYABLE TO SOFTCAT  
MICROS, DEPT. P784, GATEWAY HO, 78 WATERS GRN, MACCLESFIELD, CHES. SK11 6QH

HOTLINE 0625 615379

## 8 PROGRAMS FOR ONLY £4.99! SPEC SOCCER 8 PROGRAMS FOR ONLY £4.99!

A collection of quality football arcade, strategy, quiz, and spectator games at a bargain price. For only £1.00 extra, you can order a copy of Santa, a selection of three exciting arcade games (normally £2.00). MAIL ORDER IMMEDIATE DESPATCH!

Top Spec, 5 Spencer Rd, E. Molesey, Surrey KT8 0SP

Cheques to Top Spec

Order Form Name \_\_\_\_\_ Address \_\_\_\_\_

Post code \_\_\_\_\_

☐ SPEC SOCCER ONLY (£5.35) ☐ +SANTA (£6.35)

Dear Sir,  
I'd like to complain  
about this advertisement  
because

Most advertisements are legal, decent, honest and truthful. A few are not, and, like you, we want them stopped.

If you would like to know more about how to make complaints, please send for our booklet: 'The Do's and Don'ts of Complaining'. It's free.

The Advertising Standards Authority.

We're here to put it right.

ASA Ltd., Dept. Z, Brook House, Torrington Place, London WC1E 7HN

This space is donated in the interests of high standards of advertising.

## VECTOR SOFTWARE

Dept. 4  
VECTOR SOFTWARE  
10 Barleymow Passage  
Chiswick  
London W4 4PH

### SPECTRUM 48/128/+3

	Cass	Disk		
1943	6.25	—	Knight Orc	10.50
Action Service	6.25	—	Lancelot	10.50
Afterburner	6.25	—	Laser Squad	6.75
Alien Syndrome	6.25	10.50	Last Ninja 2	9.50
Artura	6.25	—	Leaderboard Collection	6.75
ATF	6.25	10.50	Lead Storm	6.75
Barbarian 2	6.75	—	Live and Let Die	6.25
Bards Tale	6.25	—	Matchday 2	6.25
Bionic Commandos	6.25	—	Motor Massacre	5.50
Carrier Command	10.50	11.50	Netherworld	5.50
Combat School	5.50	10.50	Nigel Mansell GP	6.75
Corruption	—	12.50	Night Raider	6.75
Cyberoid 2	5.50	9.50	Ocean Compilation	9.50
Daley Thompson 88	6.75	10.50	Operation Wolf	6.25
Double Dragon	6.75	—	Otrun	6.25
Echelon	6.75	9.50	Overlander	5.50
Eliminator	9.50	9.50	Pacmania	6.25
Elite	6.75	—	Peter Beardsley	6.75
Empire Strikes Back	6.75	—	R-Type	6.25
Fernandez Must Die	6.25	9.50	Rambo 3	6.25
Fists and Throilles	9.50	10.50	Return of the Jedi	6.75
Football Director	6.25	—	Roadblasters	6.25
Football Director 2	—	13.50	Salamander	5.50
Football Manager 2	6.75	10.50	Spitting Image	6.75
Fox's Fights Back	6.25	9.50	Street Fighter	6.25
F. Bruno's Big Boxing	9.50	12.50	Super Sports	5.50
Game Set and Match 2	9.50	12.50	Supreme Challenge	9.50
Gary Lineker's Hot Shot	5.50	9.50	Tato's Coin-op Hits	9.50
Gary Lineker's Skills	5.50	9.50	Target Renegade	5.50
GI Hero	5.50	—	Techno Cop	5.50
Gnome Ranger 2	10.50	—	The Games (Winter)	5.50
Gold Silver Bronze	10.50	12.50	Thunderblade	6.25
Guerilla War	6.25	10.50	Tiger Road	6.25
Guild of Thieves	6.75	10.50	Time & Magic	10.50
Gunship	6.75	—	Tracksuit Manager	6.75
Hawkeye	6.75	—	Untouchables	6.25
Heroes of the Lance (D&D)	6.75	10.50	Vindicator	5.50
Hot Shot	5.50	—	Virus	5.50
Hunt for Red October	—	10.50	We are the Champions	6.75
Intensity	5.50	9.50	Where Time Stood Still	5.50

Advance Orders Accepted  
Call 01-994 6577 and ask  
for VECTOR SOFTWARE  
(Office Hours)  
ENQUIRIES ALWAYS WELCOME

Any titles which are not yet released  
when ordered will be sent on day of  
release. No visitors please - we are a  
specialist mail order company.

All prices include VAT and P&P in the UK. Please add £1 to overseas orders  
for P&P. Add 50p to your order if you require recorded delivery (UK only).  
Please make Cheques/Postal Orders payable to VECTOR SOFTWARE.  
Orders normally despatched within 24 hours. Send SAE for free Price List.



## the SPECTRUM remix

*Look, we're not joking, SANXION, the biggest blaster since creation, is coming to the SPECTRUM in an astounding form . . . this is no conversion; this the advanced Spectrum REMIX. More aliens, more landscapes and even more excitement than originally made it a number ONE hit.*

**SANXION The Spectrum Remix . . . it's out there, get it, you're in!**

**£8.99 cassette or  
£12.99 + 3 diskette**



**1 Saturn House Calleva Park Aldermaston  
Berkshire RG7 4QW (07356) 77261**

## TRYBRIDGE SOFTWARE DISTRIBUTION

TITLE	SPECTRUM CASS	DISC	TITLE	SPECTRUM CASS	DISC
ACE	2.00		LAST NINJA 2	8.95	
ACE OF ACES	2.95		L'BOARD PAR 3	10.95	13.95
ACTION SERVICES	5.95		LIVE AMMO	6.95	10.95
ADV ART STUDIO	14.95		LIVE & LET DIE	6.95	9.95
AFTERBURNER	7.45	10.45	LORDS OF MIDNIGHT	2.95	
AIRBORNE RANGER	9.95		MADBALLS	5.50	
ALIEN SYNDROME	6.45		MAGNIFICENT 7	6.95	12.95
ARCADE FORCE FOUR	7.95		MARAUDER	6.95	10.95
ARC OF YESOD	2.00		MATCHDAY 2	4.95	
ARKANOID	3.50		MEGA APOCALYPSE	6.95	10.45
ARKANOID 2 REVENGE	5.50	9.95	METAPLEX	2.95	
ARMY MOVES	3.50		METROSCROSS	2.95	
ARTURA	5.95	8.95	MIAMI VICE	2.95	
ATHENA	3.95		MICKEY MOUSE	6.95	9.95
BALLBREAKER	2.00		MINDFIGHTER	9.95	
BARBARIAN PSYGNOSIS	6.95		MINI PUTT	6.95	10.45
BARBARIAN 2	6.95		MOTOR MASSACRE	5.95	8.95
BARDS TALE 1	6.95		1943	6.95	9.95
BATMAN	2.95		19 BOOTCAMP	6.95	
BATMAN CAPED CRUS.	5.95	9.95	NEMESIS THE WARLOCK	2.00	
BEST OF BEYOND	2.95		NETHERWORLD	5.95	9.95
BEST OF ELITE VOL 1	3.95		NIGEL MANSELL GP	6.95	
BEYOND ICE PALACE	5.95	9.95	NIGHTRAIDER	7.45	
BIONIC COMMANDO	6.95		NODES OF YESOD	2.00	
BLACK LAMP	3.95		OCEAN COMPILATION	7.95	11.95
BLACK TIGER	6.95		OOPS	5.50	
BOUNCES	2.00		OPERATION WOLF	5.75	9.95
BUBBLE BOBBLE	5.45	8.95	OUTRUN	6.95	
BUGGY BOY	5.50		OVERLANDER	5.50	9.95
BUTCHER HILL	5.50		OVERLORD	7.00	
CALIFORNIA GAMES	3.95	10.95	PACLAND	6.25	
CARRIER COMMAND	9.95	13.95	PACMANIA	5.95	
COMBAT SCHOOL	5.45	9.95	PAWN	9.95	10.95
COMET GAME	1.00		PEPSI MAD MIX	5.95	9.95
CYBERNOID 1 OR 2	6.45		PETER BEARDSLEY	6.25	
CROSSWIZE	4.95		PHM PEGASUS	6.95	10.95
DALEY THOMPSON 88	6.50		PITFALL 2	1.50	
DARK FUSION	5.95	8.95	PLATOON	6.95	
DARK SIDE	6.95	9.95	PREDATOR	7.45	
DOOMDARKS REVENGE	2.00		PRO SOCCER SIM	5.95	8.95
DOUBLE DRAGON	6.95	9.95	RACE AGAINST TIME	4.95	
DRAGON NINJA	6.95	9.95	RAMBO 3	5.95	9.95
DRAGONSLAIR	2.95		RED OCTOBER	9.95	
DRUID	2.00		RETURN OF JEDI	6.95	9.95
EARTHLIGHT	3.95		ROAD BLASTERS	6.95	10.95
ECHELON	6.95		ROBIN OF WOOD	1.95	
ELITE 6 PACK 1, 2 OR 3	6.95	9.95	ROBOCOP	5.95	9.95
E. HUGHES FOOTBALL	6.95		ROLLER COASTER	2.00	
EMPIRE STRIKES BACK	6.95		ROLLING THUNDER	6.95	
ENIGMA FORCE	2.00		ROMPER ROOM	2.00	
ESPIONAGE	5.95	9.95	ROY OF ROVERS	5.95	9.95
EXPLODING FIST +	5.00		R TYPE	6.95	10.45
EYE	3.95		720	6.95	
4 x 4 OFF ROAD RACING	6.95		SALAMANDER	5.50	
F16 COMBAT PILOT	9.95	13.95	SAMURAI WARRIOR	4.95	
FAIRLIGHT 2	2.00		SAVAGE	5.50	
FAIR MEANS OR FOUL	5.45	8.95	SDI	7.45	
FERNANDEZ MUST DIE	6.95	9.95	SHAOLINS ROAD	2.95	
FINAL MATRIX	2.00		SIDEARMS	6.95	
FIRETRAP	2.95		SIDEWIZE	2.95	
FISH		9.95	SILENT SERVICE	9.95	
FIST & THROTTLES	8.45	9.95	SILICON DREAMS	5.95	10.95
FIVE COMPUTER HITS	3.95		SKATECRAZY	5.95	8.95
FIVESTAR 1, 2 OR 3	6.95		SOLDIER OF FORTUNE	5.00	
FLIGHT ACE	9.95	12.95	SOLDIER OF LIGHT	5.95	
FLYING STONES	6.25		SOLID GOLD	7.45	10.95
FOX SHARK	5.50		SPACE ACE	10.45	12.95
FOOTBALL DIRECTOR	6.00	8.95	SPINDIZZY	2.00	
F15 STRIKE EAGLE	6.95		SPY V SPY ARCTIC	2.95	
FOOTBALL MANAGER	2.95	4.95	SPY V SPY TRILOGY	6.95	
FOOTBALL MANAGER 2	6.95	9.95	STALINGRAD	7.45	10.95
FREDDY HARVEST	2.95		STAR RAIDERS 2	2.00	
FROSTBYTE	2.00		STAR WARS	6.95	
FUTURE KNIGHT	2.00		STEALTH FIGHTER	6.95	9.95
GAME OVER	3.50		STREET FIGHTER	6.95	
GAME OVER 2	6.95	9.95	STRIKE FORCE HARRIER	2.95	
GAME SET & MATCH	8.95	11.95	STRIP POKER 2	6.95	
GAME SET & MATCH 2	8.95	11.95	SUMMER OLYMPIAD	5.95	
GARFIELD	6.00		SUPER HANG ON	7.45	
GAUNTLET	2.95		SUPERSPORTS	5.95	9.95
GAUNTLET 2	6.95		SUPERSPRINT	2.95	
GIANTS	10.45	13.95	SUPREME CHALLENGE	8.95	11.95
G. I. HERO	4.95		10 MEGA GAMES	9.95	10.95
G. I. UNKER HOTSHOT	6.95	10.95	20 CHARTBUSTERS	6.95	
GOLD SILVER BRONZE	10.45	12.95	TAITO COIN OPS	8.95	11.95
GUERRILLA WARS	5.95	9.95	TARGET RENEGADE	4.95	
GUILD OF THIEVES DISC		9.95	TECHNO COP	5.95	10.95
GUNRUNNER	2.00		TERRORPODS	6.95	
GUNSHIP	6.95	9.95	THE GAMES WINTER	6.95	10.95
GYRON	1.00		THUNDERBLADE	6.95	9.95
HARDBALL	2.95		THUNDERCATS	5.95	
HARDGUY	2.00		TIGER ROAD	6.95	9.95
HEADCOACH	2.95		TIME & MAGIC	9.95	9.95
HEARTLAND	2.00		TIME STOOD STILL	5.50	9.95
HERO	1.00		TRACK SUIT MANAGER	6.95	
HIGH FRONTIER	2.00		TRAIN ESCAPE	6.95	10.45
HIVE	2.00		TRANTOR	6.95	
HOTSHOT	6.00	8.95	TRIO PACK	3.50	
HYPERBALL	1.50		TRIV PURSUIT	9.95	
ICUPS	1.50		TRIV PUR NEW BEG	9.95	
IKARI WARRIORS	5.95		T WRECKS	5.95	9.95
IMPACT	6.95		TYPHOON	5.50	
IMP MISSION 2	6.00		ULTIMATE COLLECTION	9.95	
INGRIDS BACK	9.95	12.95	UNTOUCHABLES	5.95	9.95
INTENSITY	5.00		VECTRON 3D	2.00	
INT KARATE	2.95	4.95	VICTORY ROAD	5.00	9.95
JEWELS OF DARKNESS	9.95		VINDICATOR	5.00	
KARATE ACE	10.45	12.95	VIRUS	5.50	
KINETIK	1.50		VIXEN	6.50	10.45
KNIGHTORC	9.95		WE ARE THE CHAMPIONS	6.95	12.95
KONAMI COLL	6.95	12.95	WEC LE MANS	5.95	9.95
KRAKOUT	2.95		WHIRLIGIG	4.95	8.95
			ZENJI	1.50	

Please send cheque/PO/Access Visa No. and expiry date to:  
**TRYBRIDGE LTD, 72 NORTH STREET, ROMFORD, ESSEX RM1 1DA**

Please state make and model of computer when ordering.  
P&P inc. UK on orders over £4.00, under £4.00 and Europe add 50p per item. Elsewhere  
please add £1.50 per item for airmail.

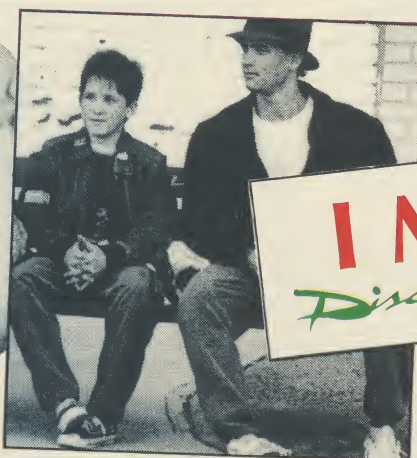
**TEL. ORDERS: 0708 765271**

# THE NICK ROBERTS GUIDE TO CRUCIALITY

It's everyone's dream to be as crucial as Nick Roberts, but for most it is sadly just a fantasy... That is until now! Swayed by the Christmas spirit (and the promise of a Christmas bonus) Nick has written *THE* guide to being the coolest dude in town. So instead of watching *Neighbourson* TV again, pull up a chair, get out some notepaper and prepare to be transformed!



"NICK WHO?" -  
QUOTE PET SHOP BOYS



**IMAGES**  
*Disco Entertainment*

## Anyone called Nick Roberts

Well, this one's obvious.

## Trevor C Horn records

The master of the extended mix is second to none.

## Cycling shorts

An essential swimming item, but you mustn't have a bike!

## 3" compact discs

The only hitch is that you've got to be on my wage to afford them.

## L'Oreal Studio Line Ultimate Hold Gel

The next best thing to super glue, if this won't hold your hair in place, nothing will!

## Role reversal movies

The best of which must be *Big*.

## IMAGES - Disco Entertainment

For all your music requirements - call the professionals.

## Red Dwarf

Shut up Mark (we aren't all into *Terry and June*), it's brilliant.

## THE GAMES MACHINE magazine

Robin Candy works on this, need I say more?

## CRASH

Yours truly works on this mag, so it's just got to be the ultimate in Spectrum magazines.

## IN FOR '89

### Ginger Beer

Keep a can with you at all times to look really cool.

### Back Flip Dives off the local bridge (!)

Handy stunt for impressing the females but you do tend to sting a bit afterwards (don't try this at home children!). (Especially if the local bridge is of the railway variety - Ed.)

### Anyone called Robin Candy

The King of Kooldom himself. (Guess who inputted this?)

### Chino Clothes

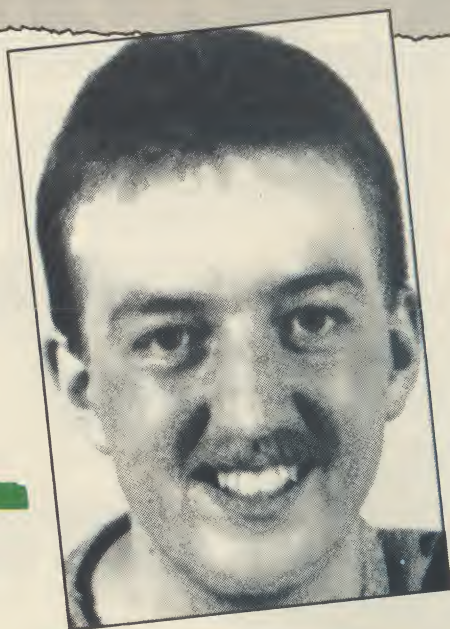
Trade in all those flared cords and get some of these.

### Pet Shop Boys' new album, *Introspective*

It's crucial to have your £75 Walkman blaring out this musical masterpiece all the time.

### Black boxer shorts

Not pink with little bunnies on like Mark wears (so I'm told)!



## OUT FOR '89

### Cheap lemonade

Unless you like exploding every now and then.

### Stock, Aitkin and Waterman records (were they ever in?)

They all sound the same: Kylie Minogue, Sinitta, Rick Astley. If you've got one, you've got the lot!

### Green stripey shirts

Sick colours never go down well at the local nightclub.

### Sky

Well if the Editor buys it, it must be.

### Tiffany

Another weakness of the Ed's, he's mad about her. Why?

### Editors

This one's self-explanatory.

### Multiload games

Boring, and when you've waited for each part to load the game is usually naff.

### A-levels

They go on and on and on... and then you fail them.

### Phil King lookalikes

With a face this rubbery, who needs latex?

### Ad Lib To Fade

Robin Candy's left them, so they're rubbish.

### Jon North POKES

Well, you want them to work in the New Year, don't you?

### The Jon Bates music at the PC Show

After it's repeated for the two-hundredth time it gets a mite annoying.

### Losing the Inter-magazine Challenge

Losing your cool to a bunch of TGM dudes is decidedly out.

### The Communards

Well, they were in, until Robin lost a challenge round while listening to them.

*Special thanks to Robin Candy for putting the 'c' into cruciality, I put in the rest!*

*(And remember, folks, dieting is IN for 1989. Okay, Nick? - Ed.)*

# SOFTWARE THAT'S HARD TO BEAT

A range of powerful programs for the ZX Spectrum computers. Use the coupon below and send today for our free, comprehensive brochure. Quality, performance and great value for money.

## T A S W O R D

### The Word Processor

Power, flexibility and ease of use have given Tasword an enviable reputation for performance and unbeatable value for money. Each version is packed with useful features and is specifically designed to make maximum use of the memory and keyboard layout. TASWORD: power, versatility and performance. The definitive word processor for the ZX Spectrum.

## T A S C A L C

### The Spreadsheet

At last! A comprehensive spreadsheet for the ZX Spectrum. A full working spreadsheet of 52 columns by 157 rows to process and evaluate numerical data. Advanced features include variable column widths, on screen help, interactive prompts and a full range of formula functions.

## T A S P R I N T

### The Style Writer

Print Tasword output in a range of five impressive print styles. The Tasprint lettering is twice the height of normal dot matrix output. TASPRT PLUS THREE features 25 fonts AND a FONT DESIGNER.

## T A S - S I G N

### The Sign Maker

Produce and print your own signs, posters, banners and large notices to get your message across with maximum impact. Add a new dimension to your dot matrix printer. Prints signs, posters and banners with letters at any height from one inch to the full width of the paper.

## T A S C O P Y

### The Screen Copier

Screen copy software for the RS232 output on ZX Interface 1. Keep permanent and impressive records of your screen pictures using either the monochrome or "grey-scale" software where the screen colours are printed with differing dot densities to give a shaded representation of the Spectrum screen colours.

## T A S W I D E

### The Screen Stretcher

ZX Spectrum 48K/128K/+2: obtain 64 or 32 characters per line on the screen. Works in 48K mode only.  
ZX Spectrum +3: gives 3 letter sizes on screen — 64, 42 and 32 per line.

## TASMAN PARALLEL PRINTER INTERFACE

A low cost means to link your Spectrum to any printer fitted with the Centronics standard parallel interface. Supplied complete with cable, driving software for LLIST and LPRINT and screen copy software for most dot matrix printers. Compatible with 48K AND 128K ZX Spectrums.

### ZX 48K SPECTRUM

### ZX SPECTRUM 128

### ZX SPECTRUM+2

### ZX SPECTRUM+3

### TASWORD TWO

Cassette £13.90

### TASWORD THREE

Microdrive £16.50

### TASWORD 128

Cassette £13.90

### TASWORD PLUS TWO

Cassette £13.90

### TASWORD PLUS THREE

Disc £19.95

### TAS-SPELL PLUS THREE

The spelling checker for Tasword Plus Three  
Disc £19.95

### TASCALC

Not available

### TASCALC

Cassette £17.95

### TASCALC

Cassette £17.95

### TASCALC PLUS THREE

Disc £19.95

### TASPRINT

Cassette £9.90  
Microdrive £11.40

### TASPRINT

Cassette £9.90  
Microdrive £11.40

### TASPRINT

Cassette £9.90  
Microdrive £11.40

### TASPRINT PLUS THREE

Disc £19.95

### TAS-SIGN

Not available

### TAS-SIGN

Cassette £17.95

### TAS-SIGN

Cassette £17.95

### TAS-SIGN

Disc £19.95

### TASCOPIY

Cassette £9.90  
Microdrive £11.40

### TASCOPIY

Cassette £9.90  
Microdrive £11.40

### TASCOPIY

Cassette £9.90  
Microdrive £11.40

### TASCOPIY

Not available

### TASWIDE

Cassette £5.50

### TASWIDE

Cassette £5.50

### TASWIDE

Cassette £5.50

### TASWIDE PLUS THREE

Disc £9.95

£29.90

£29.90

£29.90

Parallel printer cable £9.95  
RS232 cable £14.50

All prices include VAT and post and packing.

# Tasman

PERFECTION IN PROFESSIONAL SOFTWARE

Springfield House · Hyde Terrace · Leeds LS2 9LN · Telephone · Leeds (0532) 438301

If you do not want to cut this magazine, simply write out your order and post to: TASMAN SOFTWARE, DEPT CR, SPRINGFIELD HOUSE, HYDE TERRACE, LEEDS LS2 9LN.

I enclose a cheque/PO made payable to TASMAN Software Ltd OR charge my ACCESS/VISA number: _____		Expires _____
NAME _____	ITEM _____	PRICE _____
ADDRESS _____	_____	£ _____
_____	_____	£ _____
_____	_____	£ _____
_____	_____	£ _____
_____	Outside Europe add £2.00 per item airmail.	£ _____
_____	TOTAL _____	£ _____

Telephone Access/Visa orders: Leeds (0532) 438301

Please send me a FREE Tasman brochure describing your products for ☐ ZX Spectrum+3 ☐ ZX Spectrum 48K/128K/+2 ☐ IBM/Amstrad PC ☐ Amstrad PCW ☐ Amstrad CPC ☐ Commodore 64 ☐ Dept CR

# **I C T A T W O**

**FOR THE  
NEXT  
ISSUE OF**



Holy computer tapes Batman! Those incredible CRASH people have got another double A-sided cover cassette. 1989's hottest two games in **FULLY PLAYABLE** demos. Only Dominic 'Penguin' Handy could pull off these stunts, we must investigate, Batman . . .

**BATMAN**

from Ocean

and

**STORMLORD**

from Hewson

The New Year's top Superheroes only in CRASH

## **THE NEW YEAR CRASH WILL ALSO CONTAIN**

- **LM'S LOOKBACK** That was the year that was
- **1989 PREVIEWS** The games to look forward to
- **STUCK ON YOU** The joysticks to take the strain
- **RERELEASE ROUNDUP** How do the old classics stand up in '89
- **CRASH CHALLENGE** Robin Candy finally gets to play *The Empire Strikes Back*
- **INSIDE CRASH TOWERS** How it all works
- **PLUS MUCH MUCH MORE** (like the cover, and contents pages etc. . .)

All this and more in the January issue of CRASH. Place your order now! Only £1.50 for the magazine of 1989.

CRASH – a new dimension in Spectrum gaming

**ON SALE DECEMBER 15**

WE RESERVE THE RIGHT TO CHANGE AND IMPROVE THE CONTENTS (and usually do!)

# The WORLD'S No.1 ARCADE GAME

— Six levels of thrilling coin-op action brought to life on your home micro. You'll need all the nerve and stamina you can muster to complete the mission which leads through steaming jungles and enemy strongholds. Fast and accurate shooting skills are a must if you are to liberate the prisoners and secure a safe getaway. All the original arcade play features — magazine reloads, energy bottles, hidden supplies, rocket grenades and more... much more!

SINCLAIR  
**CLASSIC**  
USER

"It's undoubtedly a fantastic conversion of a marvellous arcade game. Virtually flawless. Addictive... One for everyone's Christmas list."



"Not only has all the action and gameplay been captured, but so has the excitement, making it one of the most satisfying and compulsive shoot-em-ups to have appeared in a long time" ACE

"The non-stop action of the arcade original is replicated to a high degree" "... the resulting game is one which fans of the coin-op will love" Games Machine



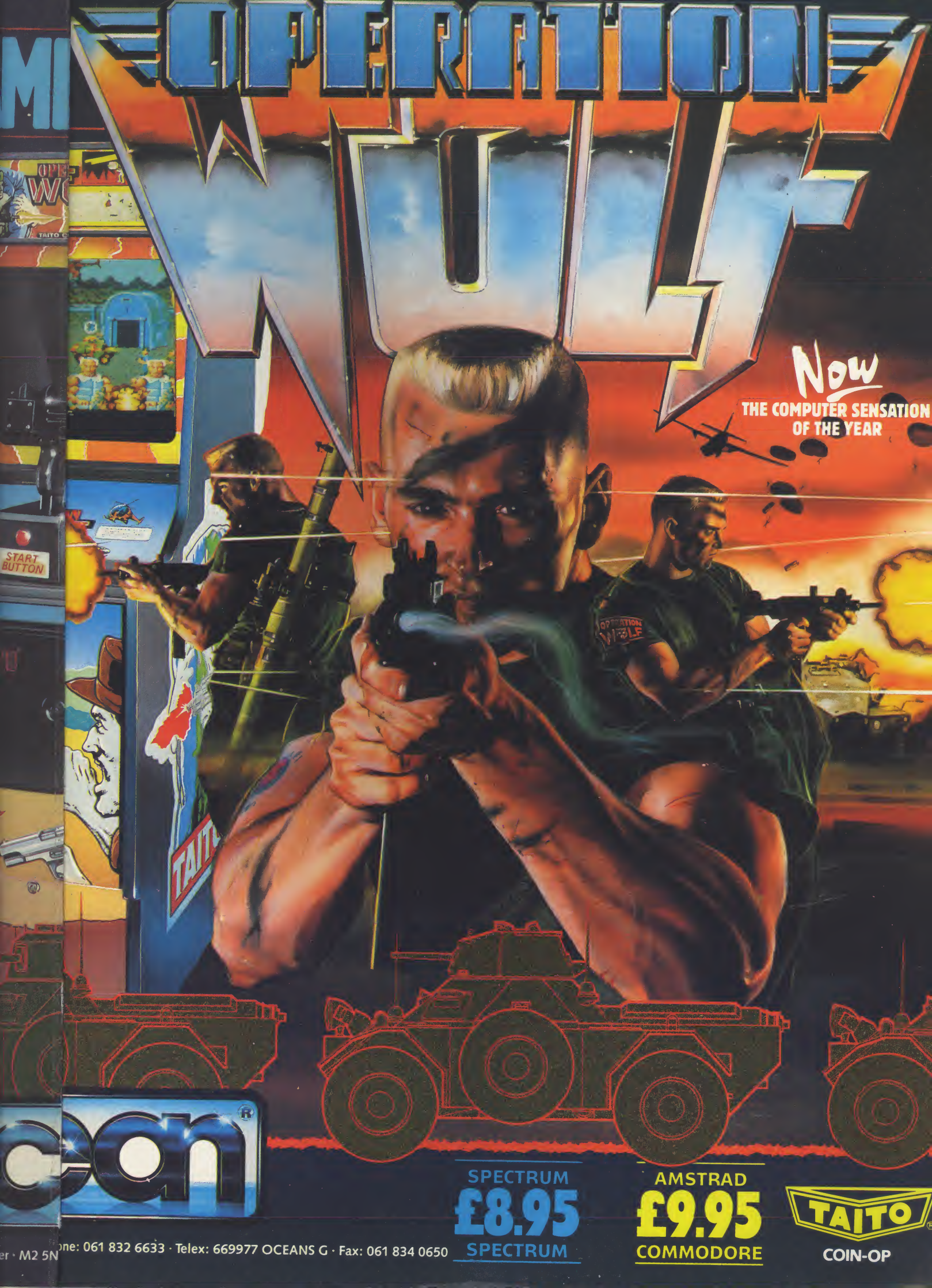
**TAITO**

COIN-OP

ATARI ST  
**£19.95**  
ATARI ST

AMIGA  
**£24.95**  
AMIGA

Ocean Software Limited · 6 Central Street · Manchester · M2



# OPERATION WOLF

**Now**  
THE COMPUTER SENSATION  
OF THE YEAR

**coin**


SPECTRUM  
**£8.95**  
SPECTRUM

AMSTRAD  
**£9.95**  
COMMODORE

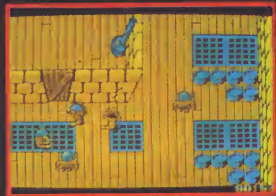
**TAITO**  
COIN-OP

# STALLONE

He's back and this time he's taking no prisoners! Colonel Trautman has been captured by the Russians in Afghanistan and there is only one person capable of freeing him. Negotiate the minefields, explore the Russian camp, lay boobytraps, avoid detection, free the Colonel and then ... move on to the explosive climax! **RAMBO IS BACK!**



# RAMBO III



SPECTRUM COMMODORE AMSTRAD

**8.95 9.95 9.95**  
C A S S E T T E

Ocean Software Limited  
6 Central Street · Manchester · M2 5NS

# ocean

COMMODORE AMSTRAD

**14.95**  
D I S K

Telephone 061 832 6633  
Telex 669977 OCEANS G

# LONE



# COMBO

# II



COMMODORE

AMSTRAD

**14.95**

D I S K

Telephone 061 832 6633

Telex 669977 OCEANS G

reserved. Unauthorised Duplication is Strictly Prohibited.

CRASH

CHRISTMAS SPECIAL - DECEMBER 1988

A NEWSFIELD PUBLICATION

# CRASH

ZY SPECTRUM

## Christmas Special

### ALL THE TOP CHRISTMAS GAMES!!

We've got . . . ★ **THUNDER BLADE** ★ **ROBOCOP**  
★ **OPERATION WOLF** ★ **AFTERBURNER**  
★ **R-TYPE** ★ **PAC-MANIA** ★ **LAST NINJA II**

**NICK ROBERTS FLIPS HIS LID IN 32 TIP-PACKED PAGES!!**  
*ALL THE HACKS AND MAPS ON THE LATEST GAMES!!*

**BLOW YOUR BRAIN WITH  
16 PAGES OF PUZZLES!!**

### EXCLUSIVE!! SNEAK PREVIEW TAPE

RIP UP THE SKYLINE WITH . . .  
**THUNDER BLADE** **US GOLD!**  
TEAR UP THE HIGHWAYS IN . . .  
**LED STORM** **GO!/CAPCOM!**

IF YOUR CRASH SNEAK PREVIEW TAPE  
ISN'T HERE, ASK YOUR NEWSAGENT FOR IT.  
AND DON'T FORGET TO WISH HIM  
A HAPPY CHRISTMAS!!

**WIN!  
WIN!  
WIN!**

AND A